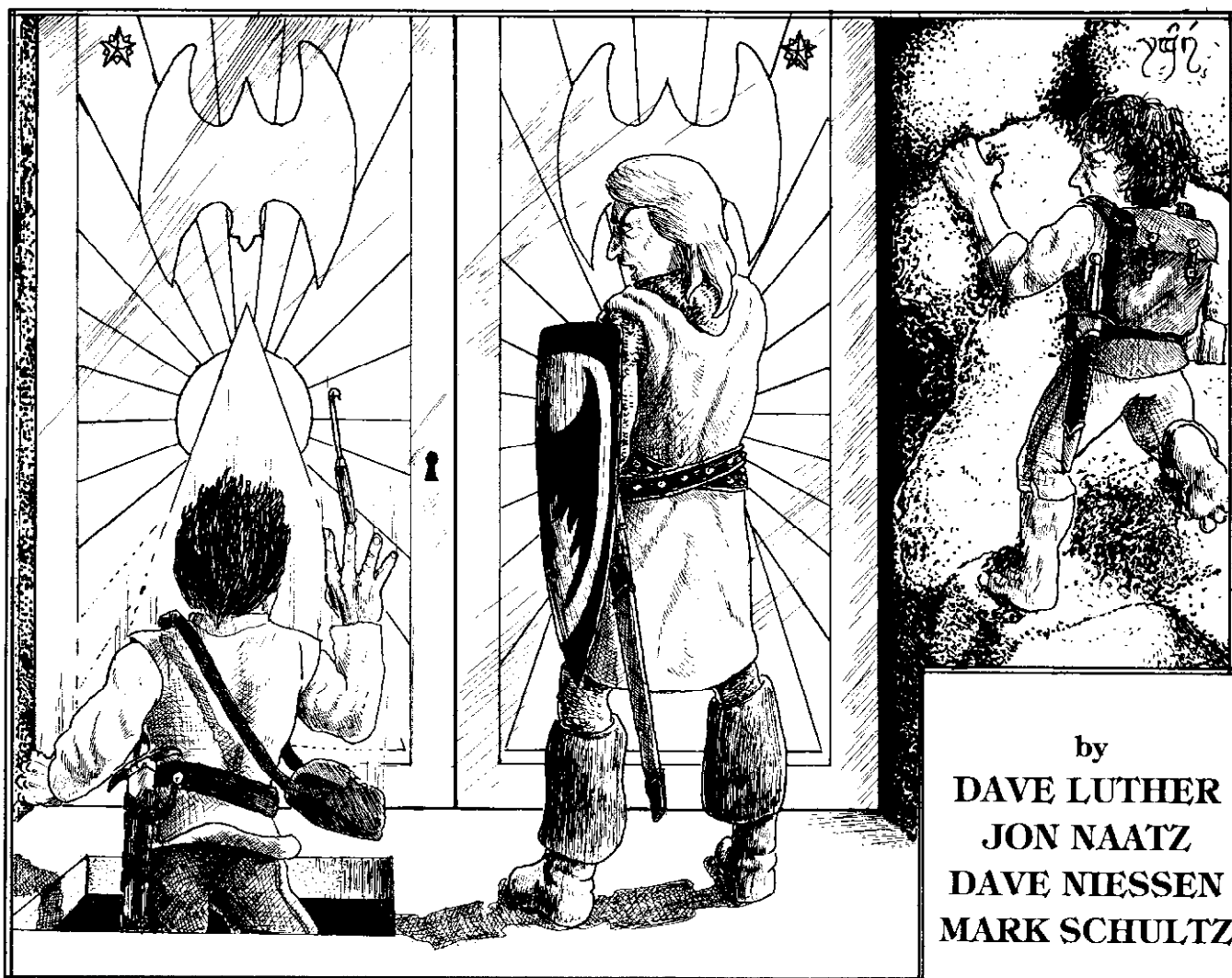


The Halls of Beol-Dur



by
DAVE LUTHER
JON NAATZ
DAVE NIESSEN
MARK SCHULTZ

Instructions to the Dungeon Master

"The Halls of Beoll-Dur" can be used as presented here for a single adventure, or Beoll-Dur and its locale can be incorporated into an existing campaign. It is highly preferable that a large party begin the adventure (attrition will take its toll), and it is essential to the success of an expedition that most, if not all, party members be 8th level or higher.

The DM should be constantly aware of (and should keep the players aware of) the heat which is encountered on each of the three levels. The uppermost level has a constant temperature of about 95 degrees F; the second level is 120 degrees F; and the lowest level (adjacent in some spots to raw magma) has a temperature of 350 to 400 degrees F. Without magical protection from fire (which can be obtained on the upper levels), a character could only remain on the lowest level for a very short time (perhaps as little as 1 turn) before he would begin taking 1-4 points of heat damage per round.

The goal of the players (which should not be revealed to them beforehand) is to slay Searazul and free Beoll-Dur from the clutches of the Salamanders. This will prove to be extremely difficult, but with persistence and forethought, a well-equipped group should be able to overcome all the obstacles.

There are no wandering monsters to encounter, so it would be relatively safe for a group to rest and recuperate for several days in a first- or second-level room. Time is an important

factor once characters reach the lowest level, however, because any delay in battling the Salamanders and getting to Searazul could permit the monsters to organize a resistance, and possibly permit Searazul to escape back to the elemental plane of fire, from where he and his followers came.

There are two unusual aspects to "The Halls of Beoll-Dur" which call for some explanation. First, mention is made in several spots in the text to dwarven Clerics. DMs are reminded (and should point out to players, if it becomes necessary) that a dwarf can only be a Cleric if the character in question is a non-player character whose role (as in the case of Duinor, the High Priest) is played by the DM.

Second, there is an original procedure for saving throws which is used in some locations. For the sake of clarity, the procedure is detailed here as well as in the text: Characters who must roll for saving throws after events in Level 1, Room 1, Room 3, Room 4, Room 7, Room 12, Room 15, or Room 17, and Level 2, Room 2, Room 9, or Room 12 will do so according to the following formula: Roll 3, 4, or 5d6 (the number of dice varies) and subtract one point from the dice roll for every two levels of experience the character has attained. Compare the resulting number to a specified ability (this also varies), and if the adjusted dice roll is less than the character's score for the ability in question, the saving throw is considered made.

Introduction

The resourceful Cleric Duinor, mightiest of all dwarven Clerics, realized the need for an isolated clerical training ground. Duinor selected a dormant volcano as the site. Years later, after almost continuous construction, the vast Halls of Beoll-Dur were completed. Carved into the rim of the volcano, the two levels of halls were ideally located for isolation from the outside world.

Much to the Cleric's dismay, the long-inactive volcano began to wake again, causing huge fissures to form in the rock. One such rent reached the edges of Beoll-Dur.

Several days after the fissures formed, the fall of Beoll-Dur began. Up from the depths of the fissures shrieked a pack of raiding Salamanders. The fierceness of the attack forced the Clerics to withdraw; soon, they were trapped in an upper-level room.

The Salamanders had come from the Royal Halls of Searazul, carved out ages earlier by the Salamanders. Searazul, the King of Salamanders, had ordered members of his Peerless Legion to investigate a huge fissure which had formed in the Royal Halls. These halls were located (unknowingly) several hundred feet below Beoll-Dur. The Salamanders besieged the room of trapped Clerics for 8 days. The Clerics dug an escape tunnel during the siege, and 28 members of the group escaped the trap. Three of the most aged Clerics transferred their souls into a room of cones. The leader, Duinor, transferred his soul into a pillar running through both levels of Beoll-Dur. His sole purpose in so doing was to aid all adventurers in ridding the once majestic Beoll-Dur of the evil Salamanders.

Level 1

1. The Entry

The dungeon is well secluded and accessible only by a ledge 75' down from the sheer rim of the volcano. Although there are remnants of an old stone stairway, it has long since crumbled into uselessness, requiring a long descent to be made by rope. The ledge is noticeably unsteady, and will only hold 400 lbs. before collapsing. On the south face of the volcano wall are a pair of intricately carved metal doors. The doors are locked and require picking before they can be opened. There is, however, a trap door in front of the eastern door which will open when a weight of over 50 lbs. is placed on it, plunging the object into the inferno below. A character is entitled to a saving throw by rolling 4d6, subtracting 1 for every 2 levels of experience, and comparing to the character's dexterity. If the adjusted number is less than the dexterity, he has made his saving throw and escapes the trap.

2. The Great Corridor

Upon entering through the doors, the party will find themselves in a long, 40' high, well-lit corridor. The walls are well carved from the solid rock of the mountain, and light seems to emanate from them magically. At 30' down the corridor a battered portcullis bars the passage. It is quite heavy and rusted into place, requiring a combined total of 150 strength points to raise it manually. It is sufficiently wrecked, however, to allow persons of less than 90 lbs. to squeeze through. From this point the party is able to see the entire corridor, including the circular alcove at the end. The trap door in the ceiling above near the portcullis, however, is well hidden and difficult to find. Magical means do not help, but prodding the ceiling (remember, it's 40' up) will reveal it 1 in 6 times.

3. The Guard Room

This room lies behind a locked door and is filled with noxious gas. Any character entering the room must save vs. poison each turn or become helpless due to nausea, and will die in 2-12 turns if he is left in the room. If the door is left open the gas will spread at a rate of 5' per round. A damp cloth over the face will negate the effects of the gas, as will a *Neutralize Poison* spell. The gas will never dissipate from the room.

The large room contains nothing but an old desk and some chairs. The room to the north contains the mechanism to raise the portcullis. Because of its rusted condition, it requires a strength of at least 14 to operate. The southern room contains some old weapons in racks, armor, and some personal items, but it is all ordinary and non-magical. The secret door to the west leads to a small room which has a crystal globe set halfway into the northern wall. The globe is about 2' in diameter and glows with a milky white light. If it is touched by anyone with an intelligence of 16 or better, it will impart knowledge similar to a *Legend Lore* spell. The character is weakened by this effort and requires two turns of rest for each round spent in contact with the globe. Accuracy of the answers depends much upon the character's intelligence; success in obtaining an answer is determined by rolling 4d6 against the intelligence of the character in the same manner as the saving throw for the trap door in Room 1. Information should be limited, or given in ambiguous terms. The referee should decide how much knowledge the party should receive. A set of three keys will also be found in this room, and will give off a faint aura of magic if tested for. They will be of use in other parts of the dungeon.

4. The Room of Solitary Fate

The eastern door on the Great Corridor is a false door. When a character steps on the floor in front of it, the act triggers



THE
HALLS OF

Beoll-Dur



a mechanism which causes the door and sections of the wall and floor around it to revolve. This happens so quickly as to allow no chance of leaping clear, and anyone besides the single person closest to the door will be thrown off due to centrifugal force. The single person will be trapped in the room on the other side of the wall, and by no means can the wall be made to revolve again. The player will see, however, that when the door is opened there will be a keyhole in the stone wall behind it. But this lock cannot be picked, nor will any keys in a player's possession, even the ones found in the guard room, have any effect. Upon searching the room, which is totally barren, the trapped player will find a secret door leading to a 70' long, upward sloping passage. At 40' there is a trap door (use saving throw as in Room 1) which drops into an irregularly shaped room, 20' high, and strewn with trash, bones, etc. If the character falls, he will receive 2-20 pts. of damage.

The new room is unoccupied, but in the adjoining room there is an ogre which will enter the room in 1-4 rounds. This creature has 18 H.P., fights as a 4th-level monster, AC 5, and attacks with a +2 bastard sword, doing an additional 2 pts. of damage due to his strength. The ogre attacks instantly, and cannot be bargained with. If the creature is defeated and the character inspects the lair (adjoining room) he will find 50 gold pieces, 3,000 electrum pieces, 3,000 coppers, 3 gems (50 gp value) and 3 potions (2 invisibility and 1 heroism). There will also be, beneath the rubbish, a silver key which will cause the movable section in the original room to rotate back. A broken ladder will be found which, with 3 turns of work, will suffice to allow the character to escape from the ogre room.

5. The Enchanted Pillar

At the southern end of the Great Corridor is a circular alcove 60' high. In the center, from floor to ceiling (actually, it extends through 2 levels), stands a large (10' diameter) crystal

cylinder which glows with magical luminescence. It houses the soul of Duinor, high priest of the dwarves of Beoll-Dur, who intends to watch over the sacred halls for eternity. Although encased in crystal, the soul still retains all the powers of a 17th-level Cleric. The cylinder is unbreakable, and does 4-40 pts. of electrical damage upon touch (remember, many weapons are good conductors!). Duinor will aid adventurers seeking to overthrow the Salamanders, but first he tests their worthiness.

A voice will issue from the pillar, introduce himself, answer obvious questions, etc., until the entire party is within the alcove. Then the curved walls of the room will shift, completing their arcs and closing the northern entrance but opening a southern one. The room is unoccupied, but the curtains draw back to reveal an 8-headed pyrohydra, which immediately attacks. It has 8 H.P. per head and does 1-8 points damage, per attack, per head. Each head may breathe fire twice per day, doing an additional 1-8 pts. damage to all affected (saving throws applicable).

If the creature is defeated, no treasure will be found, and Duinor will immediately request the return of the party to the alcove. The walls will move back in any event 1-4 rounds after the monster is dispatched.

If any of the party is foolish enough to not have heeded the call, he will find the dotted portion of the south wall of the hydra chamber to be merely illusionary; the illusion can be detected by touch and the wall can be walked through with no effect. This will take him to the Arena, to be discussed later.

Once the party has returned to the alcove of the Pillar, Duinor will congratulate them and give them gifts. One article will be given to each person. Begin at the top of the list and work down, allowing the party to distribute the article as they see fit. If there are more than 10 members in the party, roll from the last six articles only to make up the difference.

1. Dwarven Hammer of Retribution +2, (+5 vs Salamanders, 4-40 pts. damage.)
2. Sword of Cold
3. Helm of Brilliance
4. +4 Shield of fire protection
5. Ring of fire resistance
6. Potion of fire resistance
7. Potion of extra healing
8. Ring of protection, +2
9. Potion of invulnerability
10. Potion of healing

The Pillar will also give limited advice about tactics which might be employed and other matters, but because of changes in the structure of the dungeon over the years, Duinor is hesitant about giving directions, and usually will refuse to do so. As a parting gesture, Duinor will heal all wounds suffered by the party and *Bless* them (duration of *Bless* -10 turns).

6. The Barrack

This room is 40' high and housed the men of Beoll-Dur. It is filled with rows of double bunks, chests, garbage and dust. A few coins and an ordinary weapon or two are all that is to be found here.

7. The Bath of Death

Originally the bath house of the dwarves, rising temperatures have caused the water to steam, filling the room with many vapors and decreasing visibility to 2' in front of each person. The pool in the center is only about 3' deep (kept continually full by an endless stream of water coming from the south wall), but it contains a water weird of 3 dice and 17 H.P. The weird will attack as a 6-dice monster and seek to paralyze and drag into the water anyone who begins to walk around the perimeter of the pool. Because of the steam, characters are always surprised, will be unable to identify their enemy for 2-8 turns, and thus may attack each other. They will have a 20% chance of falling in the water on each turn of confusion, and will attack at -2. If a character falls in the water and is attacked by the weird, he will subtract 2 from his saving throw rolls and attack at -3. A paralyzed person underwater must make his saving throw against drowning each round by rolling 4d6 -1 pt. per 2 levels against his constitution (as per procedure described in Room 1).

After the battle is over and the water has stilled, many gems (750 gp value) and several hundred gold and silver coins can be seen lying on the bottom of the pool, along with skeletons of dwarves and some strange snake-like creatures (Salamanders). Also to be found are a +1 hand axe and a ring of invisibility (hard to find because it and the wearer's skeleton are still invisible!).

At the eastern end of the pool, flush with the bottom of the pool and completely underwater, there is a small 2' x 2' passage which runs for 50'. To enter the passage, each character must remove all armor and most weapons and then roll 3d6 -1 per 2 levels (not 4d6 as with other saving throws) against constitution to check for drowning. The passage surfaces in Room 8.

8. The Dwarves' Refuge

It is in this room that the dwarves found refuge from the bloodthirsty Salamanders. The underwater passage from the bath house surfaces here, providing an almost impassable barrier to the Salamanders. Here, and in the larger room to the north, the dwarves survived until the escape tunnel was dug to the Great Corridor. The only thing of value to be found here is a book chronicling the battle of the Halls of Beoll-Dur. From this book the reader may learn of Searazul, the King of the Salamanders, and the Peerless Legion, his deadly warriors. The route to follow is said to be a wooden and metal staircase down a fissure opened during an earthquake, leading to the royal

chambers of the King of Salamanders. The staircase is said to be accessible from the second level via a plank bridge across the fissure. It also mentions a hall of illusions which must be passed in order to arrive at the fissure. In addition, the book has inscribed in it the following clerical spells:

Create Water
Resist Fire
Cure Serious Wounds
Cure Critical Wounds
Raise Dead

The book closes with an unintelligible incantation which, if read aloud, will raise everyone who hears it 1 point in one principal attribute category. The incantation then disappears from the pages and cannot be remembered.

9. The Gymnasium

This room was used for physical conditioning by the dwarves, and during the battle against the Salamanders was the site of the dwarves' last strong defensive position. The room is charred, cracked, and demolished. All the doors are broken, and the ceiling 60' above is covered with soot. There are piles of rust which once were armor and weapons, telltale traces of the mated pair of rust monsters which inhabit this room. They will be aroused by the odor of new metal, and will pursue any intruders who carry metal. They have 24 and 27 H.P. respectively, and fight as 8th-level monsters, decaying metal on touch. They have a 40% chance of following a party if it leaves the room, but if either rust monster is damaged past 3/4 of its hit points, it will retreat to the Gymnasium and hide. There are 40 (50 g.p. each) gems scattered around the room, but no other treasure. It will require 2 rounds to find each of these gems.

10. The Locker Room and Armory

This room serves as a physical preparation room for the Gymnasium and the Arena. There are several rows of benches, broken water basins, and booths for changing clothes. On the western wall there is a passage barred by a portcullis. This leads to the Armory, still intact due to this protection. The portcullis is locked in place, but a keyhole can be found on the northern wall which can only be unlocked with one of the keys found in the Guard Room (Room 3). This will allow the portcullis to be raised by applying at least 25 strength points.

The Armory contains all types of weapons which can be used by Clerics (clubs, maces, nets, bolos, etc.) and all types of armor and shields. There is a 10% chance of each weapon being magical, but testing in this area will not reveal the truth about an individual weapon, as the area is permeated with magic and accurate determination is impossible. If a weapon is determined to be magical, roll d12; 1-6 indicates a +1; 7-9 indicates a +2; 10-11 indicates +3, and a 12 indicates a +4 weapon. At the northeast corner of the Armory is a small room which controls the portcullis at the entrance.

On the southern wall of the Locker Room are two portcullis-barred entries into the Arena. They will open 1 round after a person steps in front of them, and will close immediately after he steps into the Arena.

11. The Arena

The main gates into this 60'-high area open easily to allow access, and as many people may enter as are willing to do so. During this time people may also leave the arena by merely stepping in front of one of the two portcullises leading to Room 10. The portcullis will then open. However, 2-8 rounds after the last person enters the Arena, all the portcullises lock shut, and the three cages are opened in clockwise sequence, beginning in the northeast corner. Each successive cage is opened upon the death of the previous monster. If the characters are killed, the cycle ends, and the gates to the Locker Room reopen and

remain open, allowing bodies to be removed. The monsters are:

Northeast Cage

1 Minotaur 6 dice 26 H.P.
Uses huge axe (as halberd)

South Cage

1 Cockatrice 5 dice 30 H.P.

Northwest Cage

8-headed Pyrohydra (same as in Room 5)

The pyrohydra is the same one as in the encounter in the alcove of the Pillar; however, it has regenerated 1 point per turn. The number of turns which have passed should be calculated in order to determine its hit points. It will be berserk and will attack at +2. No treasure will be found on any of the monsters. If any characters remained in the Pyrohydra's chamber during the first encounter, they will now notice its regeneration and must continue trying to kill it. All characters will be trapped in the Arena until they are released through the regular process of the Arena (by killing all the monsters). They will be magically kept from hunger or thirst, and will not age. If the entire party is thus trapped, another adventuring party will enter the arena in 1-10 years, and must then be victorious to free them. Duinor will never set them free willingly, nor can they tunnel or break out.

The two viewing areas (southwest and southeast corners) are 20 feet above the floor of the Arena and are set at a slant (high point at the rear). Although they could conceivably be reached by combatants, the monsters would be likely to attack any escaping person if possible, and the person would have little defense. The eastern viewing section was intended for the lower-level men, and leads to their areas of habitation. The western area was reserved for high-class and important people. It connects with the living quarters of the spiritual and military leaders of Beoll-Dur.

12. The Geyser (Upper Level)

This huge room extends through both dungeon levels and houses a huge geyser. At the top level, the door opens onto a long, arched rock bridge spanning the room. The bridge is little more than a stone bar, having no handholds or rails. The ends are 10' wide, but the center narrows to a mere 2'. Because of condensation, the bridge is wet and slippery. Furthermore, the geyser erupts intermittently (1 in 12 chance per round), sending scalding water through the entire room. If a person is within 10' of the center of the bridge when the geyser erupts, roll 5d6-1 pt. per 2 levels against his dexterity to see if he falls to his death. All others on the bridge need roll but 4d6. A person attempting to walk or run across must roll 4d6 vs. dexterity each round to see if he slips and falls. Crawling requires no additional tests.

13. The Mausoleum

After leaving the geyser room, the character finds himself in a 40' hallway leading to a 30'x30' room in which stand two statues of armed dwarves in battle stance. These are only ordinary statues, although they emit a faint magical aura. This is the antechamber to the mausoleum. The door to the mausoleum is locked, and cannot be picked, but can be opened by a key found in the guard room. The mausoleum walls are lined with vaults. There are also 4 magical statues in this room; however, these will spring to action should any vaults be opened (treat them as short stone golems). The statues will not follow if the party leaves the room, but will return to their respective places. They can detect invisible, ethereal, and astral and are not susceptible to fire, gas, electrical, or cold attacks. In 20% of the vaults there will be 1-12 gems (1000 gp.), 1-12 pieces of jewelry (15,000 g.p. total value) and (5% chance) a magical weapon.



14. The Crypts

The room to the south of the mausoleum is the antechamber to the Room of the Crypts. In each alcove is yet another statue, the western being normal, the eastern being an iron golem. If the crypt door is tried, it (the door) will ask what business the party has in the crypt room (the door is sentient). The door can determine truth or falsehood 90% of the time and if a lie is detected, the golem will make threatening motions. If the door is forced or in any way attacked, the golem will attack the party.

Close inspection of the western statue will reveal that the scabbard on its belt is empty. If any sword is placed in the scabbard, the statue will slide forward, revealing a passage-way hidden behind it. The passage will remain open as long as the sword remains in the scabbard. There is no way to open the portal from the inside.

If the party should make its way into the crypt, they will find 8 stone sarcophagi, 3 of which are occupied. If an attempt is made to open any of the tombs, the person so trying will be stricken as the spell *Power Word Kill*. This may be repeated indefinitely. In each occupied crypt there will be 5 (10,000 g.p. total value) gems, 2 magic weapons, 1 suit of magic armor, and 1 item of miscellaneous magic.

15. The Secret Treasure Rooms

The passage behind the statue is a downward curving hallway which ends in a 4-way crossroad. In the very center is a trap door covering a 20' pit filled with spikes. The pit will do 4-40 pts. of damage, unless a saving throw is made (as in Room 1). There is a door in each of the 3 branches of the corridor. The northern and eastern doors trigger a trap when opened, releasing a volley of darts from the 10'x10' area northeast of the crossroads. 1-8 darts will strike each person standing in front of a door, doing 1-3 pts. damage each. The darts will fire each time a door is opened.

The western room is filled with all types of coins to a depth of about 2'. The coins are covered with a contact poison, which must be saved against at -1. The eastern room is filled with gems and jewelry. The northern room is filled with weapons, armor, and religious items. If any items in the last two rooms are touched, the character will receive 2-20 pts. of electrical damage each segment he holds it.

There is a secret door in the center of the western wall of the north treasure room. It opens outward, revealing a small room. 1-4 rounds after the door is first opened, the 10'x10'

stone block in the northeast corner of the room slides southward, blocking the entrance and opening another exit in the northeast corner. The block cannot be stopped or slowed. It crushes everything in its path. A keyhole will be found in the block after it has moved, but no keys presently in the character's possession will have any effect.

16. Hallway of the Shooting Stars

After entering this pitch-dark hallway, the characters will be deluged by hundreds of small (2'-3' dia.) glowing spheres of light. The lights move with astonishing speed, will cluster around any light source and will extinguish it in 1-4 segments. In the dark they merely zip about, never colliding with any characters. They give off enough light to see by, so no other means of illumination is needed. The spheres have an armor class of 3. If struck, each will do 1-10 pts. of energy damage and will then disappear. If struck by a magical weapon, the sphere will negate the magic ability of the weapon as well.

If the door on the western wall is opened, darts will spring out (as in Room 15). The darts will reload if the door is shut.

If the secret door in the northeast corner is found, the shooting stars will attack, impacting themselves against all the characters (1-6 stars per segment per character), doing 1-10 pts. of damage each.

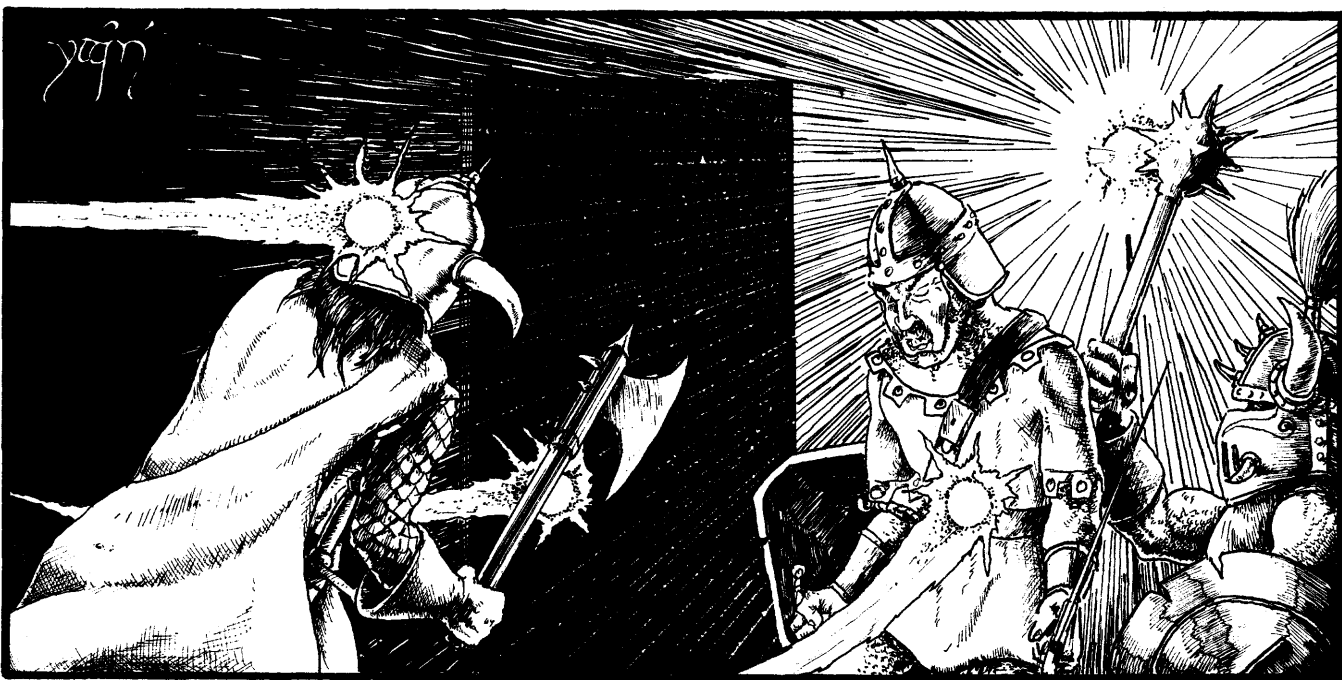
17. The Fissure

This room has been split by the fissure which rent the dungeon. The heat in this room is about 110°F. The crevasse is steep and treacherous, and each character attempting to negotiate it must make his saving throw as per trap doors each 10' he climbs. Obviously, this is not a safe way to descend.

A rotting skeleton can be found on the lip of the crevasse. Searching it will find no treasure or magic, but will produce a key which will cause the stone block in the secret room preceding the Hallway of Shooting Stars to slide northward again and release the party from this section of the dungeon.

18. The Dining Hall

Here the dwarves of Beoll-Dur were fed. This hall is filled with long benches and tables, all broken and rotting. Adjoining it to the west is the kitchen, where the food was prepared. Now it is a shambles of rusting pots, stoves, and utensils. To the south of the kitchen is the officers' dining hall, where the high-ranking dwarves and people of importance were fed. There are no monsters nor treasure in any of these three areas.



19. The Storeroom

This room was used to store the large amounts of food required to maintain the dwarves of Beoll-Dur. The food has since rotted, and the room is filled with heaps of rubbish and an extremely foul odor. The heaps are infested with rot grubs, and it is 60% likely that anyone searching, walking, or standing in these piles will be struck by 2-8 of these disgusting creatures. There is no treasure to be found in this room; however, the DM is not discouraged from doing his best to convince the players that there is.

20. Officers' Quarters

This section of the dungeon lies behind a metal-cored door which is securely locked. The only way to unlock it is with one of the keys from the Guard Room (Room 3).

This is the area used for officers and also as living quarters for the two most important residents: the High Priest (Duinor) and the Military Commander. The two suites of rooms are identical. The first door gives access to the private office of each. The second door leads to the study or lounge. The third opens into the bedchamber. Fine furniture, linens, and clothing are scattered and rotting throughout both suites. A few coins and gems may also be found if the characters are desperate.

South and east of the suite is a bath area; however, the water level is low (4-5") and it is filled with dozens of green slimes. The air in the room is rank and putrid.

On the west wall of the corridor in this section is another locked door. No keys will fit this lock, and Thieves attempting to pick it do so at 10% less than their base chance to pick locks. The door itself is metal-cored and can take 100 pts. of damage before it gives way. Behind this door lies a stairway down to the next level.

21. The Lecture Halls

These two rooms were used for lectures and teaching purposes. They now stand silent, filled with dust and many old wooden chairs. In the center of the south wall there is a 10'x10' platform on which stands a podium. The podium in the eastern room is a mimic of 9 H.D. and 48 H.P. When touched it will lash out, doing 3-12 points of damage.

The room to the south is a speaker's lounge, and contains nothing of importance.

22. The Great Stairway

This large dual stairway is locked top and bottom, and no keys will unlock it. Attempts to pick the locks are made at 10% less than standard. The doors are of solid metal, and can take 150 points of damage before breaking.

The stairway itself, on both sides, is covered with brown mold (floors, walls, and ceiling) and has a constant temperature of 50°. The growths are especially thick around the doors. Entering the room and walking down the stairs will cause a loss of 4-24 points per round due to loss of heat. The doors at the bottom of the stairs are also locked, and will require 1-3 rounds to unlock, even if someone is successful. Anyone remaining stationary for two or more rounds has a 30% chance of being covered by the mold, and thus receiving double damage. The mold can't be scraped off, because it multiplies at an amazing rate. *Cure Disease* will kill only those molds which are currently growing on the body.

23. The Chapel

This is the religious center of Beoll-Dur. The 40'-high, arched roof is supported by 6 large columns. The pews are arranged about a central aisle leading to the raised platform on which are two statues of holy figures, one on each side of a pulpit. A set of low stairs leads from a point behind it to the pulpit.

The two small rooms east and west of the pulpit area are a preparatory room and a storage room, respectively. From the

eastern room northward is the office of the chief priest. It contains a desk, a bookcase, and some reference books which could be of interest to Clerics; however, they contain no spells or scrolls. In the storage room candles, wine, and religious devices can be found.

The eastern statue holds one hand up, palm outward, while the other hand holds an open book. If the inscription in the book is read, the statue will slide south to reveal a 10'-deep pit with a ladder leading down the side. The opening will slide shut in two turns, but can be reopened from inside by an easily noticeable lever.

24. The Sanctum of the Chief Priest

The pit leads to a corridor which turns west and goes up a flight of stairs. At the end of the hall is a door, but there is a pit and trap door at the end of the stairs. The pit is 30' deep and does 3-30 points damage (saving throw applicable as before). The door opens into an irregularly shaped room with religious items and drawings on the floor and walls. To the north is a room with yet another statue, this one of a semi-human, evil-looking monstrosity looking over an altar. From the scarred and nicked surface, it can be surmised that the altar was used for sacrifices. On the floor in front of the door is a pentagram, used in dealings with the supernatural for protection. Should this room be desecrated or in any way molested, there is a 30% chance of a Type VI demon appearing, sent by the deity. Refuge may be sought in the pentagram; the demon may not attack its occupants, nor may he leave the room. If he is thus foiled, he will leave in 2-8 rounds; however, he will retain the memory of those who have thus insulted him. The demon has 8 H.D. and 42 H.P.

After leaving the altar room, the party will be confronted by a solemn, evil-looking figure. Actually, this is a doppelganger of 4 dice and 23 H.P. He will masquerade as the chief priest, demanding to know why he has been intruded upon, and will attack at the most opportune moment. He uses a +2 mace and a *Rod of Lordly Might*. The body of the long-dead chief priest may be found in the secret room in the eastern part of the large room. No other magic which is usable may be found.

Level 2

1. The Great Stairway

(See Level 1, Room 22)

2. The Assembly Hall

Directly across the corridor from the Great Stairway is the Assembly Hall. This was used for general meetings of the entire population of Beoll-Dur. Rows of benches are lined up before a raised platform. There are two tables and one speaker's podium on the platform, which is accessible by two sets of steps on either side.

There is a secret door in the southwest corner. A corridor extends behind this door for 100 ft.; however, the floor of this corridor resembles a seesaw. The fulcrum is 50 ft. along the corridor, each arm being 20 ft. long. The first arm is blocked from beneath, so that it will not sink when stepped upon. Once the party has proceeded past the fulcrum, however, the floor will begin to slant, imperceptibly at first, but with ever-increasing slope. The opposite side of the fulcrum will also rise, cutting off the escape. If the party does not take immediate action to turn around when told the floor is slanting, they will all fall 30 ft. into the large pit indicated, receiving 3-30 pts. damage. The pit is filled with rotting skeletons, but little else. The floor of the corridor will automatically level itself once its load is dropped.

At the end of the corridor, if it can be reached, is a statue of a friendly-looking dwarf. On the base is inscribed his name in an archaic dwarven language. Only a dwarf of 12 or higher intelligence will be able to read it. If the name is spoken aloud, a voice will announce that the speaker of the name will be

granted one wish (use DM discretion here). If the name is spoken a second time, the voice will become angry at being disturbed by such a greedy person, and will probably have him teleported to the Arena by himself.

There is a secret door 10 ft. down the corridor which leads to some highly secluded parts of the dungeon.

3. The Secret Stairs

The stairway from the Officer's Quarters runs a total of 40 ft. There is a secret door at the 30-foot distance, but if anyone steps in the last one foot of the stairway, the last 20 ft. will turn into a slide, dropping everyone standing thereon into a pit at the foot of the stairs. It is a 20 ft. pit doing 2-20 pts. damage (no saving throw).

At the end of the hall is a false door which releases a volley of darts. Each person in the hallway will be hit by 1-8 darts, doing 1-3 pts. damage each. The darts reload whenever the door shuts.

The secret door leads to a corridor with another 20 ft. of stairs. There is another secret door in this corridor, joining to Room 2.

4. The Enchanted Pillar (Lower Level)

The corridor from Room 3 leads to the lower half of the Enchanted Pillar. When they enter, Duinor will congratulate the party on its good fortune so far, and will ask for details of what members have seen. Once again, Duinor will heal all the characters to his limits and will give another 10-turn *Bless*, unless the previous one has not yet worn off. This room is much the same as the one above it. The walls of the room can also be shifted so as to shut the room off from the rest of the area, if desired.

The room to the southeast contains nine 8-ft.-high crystal cones, 3 of which are glowing with a light similar to that of the Enchanted Pillars. These contain the life forces of three of the high-level Clerics, awaiting the time when Beoll-Dur would be delivered from her enemies. Two of the other cones have been shattered and 4 remain inactive. Duinor will show this room to the leader of the group only, and will ask that, should he succeed in freeing Beoll-Dur, that he return and set free the three Clerics. This is accomplished merely by striking each cone with at least 5 pts. of force. Once done, and the cones shattered, the Clerics will remain standing where the cones were. If the cones are in any way attacked before the appointed time (the freeing of Beoll-Dur), an iron golem will appear from the secret door in the corridor southwest of the Enchanted Pillar (which, by the way, cannot be opened from the outside) and will seize the culprits, doing no damage. He will then imprison them by throwing them (for 2-16 pts. damage) into the 10'x30' area at the west end of the secret room, and will push the several-ton, solid-rock plug into place behind them. Attempted escapes while the plug is being placed have a 10% chance of success and a 60% chance of the escapee being crushed to death. If the escape is successful, the character must still fight the golem. The prison room is completely magic-proof and magic-negating: All magic weapons are negated, and all spells, wands, and the like will not work. The characters will survive only as long as their food holds out.

5. The Clinic

Although most healing medicine used by the Clerics was magical, this area was used for special and serious cases, as well as ordinary bed rest. The large room is full of beds, and was used for non-contagious illnesses. The smaller room to the east has fewer beds and more space. It was used for more serious ailments.

The hallway leading north gives access to the more technical rooms. The first door to the west is the healer's office. It has a desk and very little else in it. The next door on the east is the operating room, where in-depth healing took place. There is a

large slab in the center, and empty shelves and tables throughout the room. The second eastern door leads to a storage room. Items which can be found here include: bandages, ointments, *Potions of Healing* and *Extra Healing* (2 each), *Oil of Slipperiness* (1), and poison (2), and a *Staff of Curing*. The potion containers are indistinguishable from one another, since the labels have fallen off over the years.

The second door on the west leads into a room where a two-sided altar lies before a painting of a two-headed god; one head is kind and benevolent, the other malicious and evil. This altar is a tribute to the dwarven god of life. Should a dead person be placed on one side of the altar, and another willing person lie on the other side, the god will accept the exchange of lives 80% of the time. The dead person must have been dead for less than 24 hours, and the sacrifice of the living person must be totally willing on his/her part, not the result of being charmed or duped.

The room at the end of the hall was a controlled teleporter, used to rush patients to anywhere in the dungeon. However, the controls have become broken over the years and it now acts as a random teleporter to any room in the upper two levels.

6. The Portcullises

These two portcullises bar entry to important areas of the dungeon. Each is locked, but only the eastern one has a control room. They can be unlocked with the third key from the Guard Room (1st level), but each requires 30 strength points to raise because of its rusty condition. The western one will automatically close and lock after being raised and passed under, but the eastern one can be controlled by mechanisms in the small room to its north.

7. The Treasure Rooms

These three rooms are filled with vast amounts of treasures, collected by the Clerics for hundreds of years.

The first room to the north is entered through a small antechamber. Beyond the second door is a vast roomful of molten silver. This room had been full of coins; however, a heat source below it has caused the silver to melt and the other coins to sink to the bottom. The floor slopes downward to a point three feet below the level of the corridor and the antechamber, creating a pool of molten metal. North of the room and through another antechamber is another room under exactly the same conditions; however, this room contains molten gold.

Southeast of these rooms is another room filled to a depth of 2 ft. with gems of every color, size, and type. They have been magicked with some sort of curious spell, for no character can touch them. When a gem is reached for, it repels from the hand as do like poles of two magnets. This can produce spectacular effects, especially when several characters broad-jump into a pile of these beauties. *Dispel Magic* will have no effect on these gems.

8. Lair of the Fire Lizard

This huge room houses a fire lizard which guards the treasure rooms. Should it hear any noises, it will investigate in 1-12 rounds. The secret door denoted is 15' wide and slides straight up into the wall noiselessly. The lizard has 10 hit dice and 60 hit points. The Fire Lizard regards the treasure rooms to be part of its lair, and therefore will attack intruders at +2 due to rage. It will not attack retreating characters, however, and will not follow once they are out of sight.

There are 10,000 gold pieces, 30,000 electrum pieces, 30,000 copper, 8 gems (150 gp value, non-repulsing), 2 pieces of jewelry (750 gp value), 5 potions (*Flying*, *Diminution*, *Levitation*, *Oil of Etherealness*, *Polymorph*) and a +2 *Battle Axe* in the lair. There is also a secret door too small for the Lizard to fit through on the east wall of his lair.

9. Room of Fiery Death

Behind the easternmost door at the end of the corridor of the Treasure Rooms lies a large, strangely constructed room. From the door and running across the room to another door is a solid, pier-like bridge 10' wide. On either side is a 30' drop, the floor under which burns fiercely with a magical fire. The temperature in this room approaches 150 degrees F, and a character remaining in the room for over 1-4 turns will suffer 1-4 points of heat damage per round beyond his limit.

The door at the other end of the catwalk, when opened, releases endless hordes of fiery red skeletons at a rate of 1-4 per segment. These skeletons, besides their regular attack, do an additional 1-4 points of heat damage when scoring a hit. They are not affected by heat-based spells. The supply is endless; therefore, if action is not quickly taken, their numbers can easily overwhelm. Closing the door has a 1 in 6 chance of success and can be attempted once every two segments. If the party should somehow enter the room, they will find a well filled with a steaming, transparent red liquid, from which the skeletons are appearing. *Dispel Magic* and *Purify Water* will stop the output of skeletons for 4-16 turns. There is no treasure or magic, and no bottom can be detected to the well.

On the floor of the fire chamber can be seen 3 open corridors leading from the flaming floor. These corridors are not on fire. At the level of the catwalk there are 2 doors, one each on the north and south walls. The northern one is false, but the southern one leads down a hallway which becomes a slide, plunging a character into the geyser unless he makes his saving throw vs. dexterity. Remember, both doors are 30' above the flaming floor, with no ledges or platforms adjoining them to stand on.

The northwestern corridor out of the fire chamber eventually leads to the den of the fire lizard. The southern corridor leads to the geyser, and the northeastern corridor leads to a hallway with 2 doors.

The western door off this hallway leads to the lair of a gorgon. It has 28 H.P. and uses the tactic of waiting in the north chamber until a party fully enters the room. It will then attack from its hiding space. It cannot leave its room, for it is too large to fit through the door. Its treasure is 5,000 gold pieces and 7 pieces of jewelry (450 gp).

The eastern door off the hallway leads down a long passage which winds its way around, under the catwalk, out the other side and ends at the door on the west wall of Room 10 (see below). Under the catwalk the walls of the passageway are inset with precious gems of enormous value. However, should any player touch them he will receive 1-8 points of burns to his hands, for the walls are extremely hot. The gems are set into the wall and secured with powerful magic, preventing them from being removed.

10. Room of the Efreet

Behind the door at the end of the long hallway is a small antechamber. The door across the room is barred and locked, and radiates a strong aura of magic. Obviously the next room contains an imprisoned creature of some power! If the door is unbarred, unlocked and opened, an oddly shaped room will be seen. The octagonal portion is merely a regular room, but the three-pointed area is bathed in flame. In the center of this area sits an efreeti on a throne. He has 64 hit points, but instead of attacking will reward his liberators by granting them 3 wishes. He does not enjoy this duty, and will seek to pervert the wishes of the party by executing the wish to the letter of the command. When finished granting the wishes, he will assume gaseous form and disappear through the door.

11. The Geyser (Lower Level)

This is the base of the geyser, and consists of a pool of boiling water surrounded by a wide walkway. Religious services were sometimes held here. When the geyser erupts (1 in

12 chance per round), it sends a fountain of scalding water more than 100 feet into the air. When this water falls back down, anyone in the geyser room will have a 40% chance of being swept into the geyser by the returning flood, receiving 2-20 points of damage for 1-8 rounds before he can pull himself out. Heavily encumbered characters will not be able to remove themselves; they will sink. Anyone not swept in will still receive 1-6 points of damage due to burns.

Anyone caught by the slide south of Room 9 will be plunged into the geyser, similarly to being swept in. In both cases, if the geyser erupts while a character is in it he will have 4d6 points of falling damage done to him in addition to the burn damage.

There is an extremely ornate and large door on the south side of the geyser room.

12. The Chamber of The Dwarven High God

The entry to this area contains a long pool of boiling oil. No bottom can be felt, but if the pool is probed the act will disturb a dormant creature which lies below the surface. 1-10 lethal tentacles will snake out, attempting to draw the victims into the oil. Each tentacle will have 3 dice of hit points, but will attack as a 6-dice creature, doing 1-8 points of damage. On a "to hit" roll of 18 or better a tentacle has grasped its victim and will pull him under in 1-4 segments. Once in the oil, the character will receive 2-16 points damage from heat and 1-8 points of constriction damage each round. He must also save vs. drowning (as in Level 1, Room 7).

The south door is very ornate, and is guarded by 2 iron golems which allow only dwarven Clerics to pass unchallenged. In this room is a temple to the most powerful dwarf god. This god is usually benevolent, but will become vengeful if antagonized. If a dwarf can show just cause, the god will bestow one favor upon him. Treat this god as Zeus, as depicted in *Gods, Demigods, and Heroes*, page 13.

(Editor's note: The passage from Gods, Demigods and Heroes reads as follows: Armor Class: 4; Move: 18; Hit Points: 300; Magic Ability: see below; Fighter Ability: 17th Level; Psionic Ability: Class 2.

This God appears as a human male of powerful physique. He is able to shapechange at will, has double the strength of a storm giant. His open wounds, when they spill blood, form sixth-level monsters, one every melee turn, that fight for him. Finally, he has the power of divine awe. This power is unique among the mythos and only applies to a select number of Gods. When confronting a mortal of less than twentieth level in this state, that mortal will be paralyzed (no saving throw) for as long as the God wills. It is necessary for the Gods with this power to use a limited shapechange to tone down their splendor. This God disdains the use of armor but will use a plus 5 shield in battle. A white eagle, a giant of this species, always appears at Zeus' side.

Zeus' White Eagle-Armor Class: 2; Move: 9/21; Hit Points: 50.

If Zeus takes a liking to a being (judge's option) he will give that being a small marble image of an eagle which when thrown will turn into this eagle and strike for 2-20 points per melee round. It will disappear after the battle.) [Reprinted courtesy of TSR Hobbies, Inc.]

13. The Library

This room is lined with bookcases, and has 3 free-standing bookcases in the center. The books, most of which are moldy and rotten, are on general subjects. A well hidden secret door (1 in 6) is located in the southeast corner. When it is opened, a section of shelving swings outward, revealing a secret room filled with important books. These, too, are moldy and the

covers are illegible. Each book inspected has a 10% chance of being one of the following (roll d10 for type if special book is found):

1. Manual of Puissant Skill at Arms
2. Manual of Gainful Exercise
3. Manual of Bodily Health
4. Manual of Golems
5. Manual of Quickness of Action
6. Book of Exalted Deeds
7. Libram of Silver Magic
8. Libram of Gainful Conjurings
9. Libram of Ineffable Damnation
10. Tone of Understanding

After being read, a book will vanish completely.

14. Fountain of Jewels

The first area encountered is a 30'x30' room with a set of stairs leading up 10' to the next area. The first room is 30' high, and the second is the same roof height, but because the floor is 10' higher, these walls are only 20' in height. There is no wall between these rooms, only the dropoff. The second room has an arched stairway leading up 20' into a third room. This room is also 30' high and contains a large fountain.

This fountain spews forth water, but as the water strikes the base of the fountain the drops turn into jewels. Therefore, the room is filled knee-deep with jewels of all shapes, sizes, and types.

The gems are magically created, but magic will be negated when gems are taken from the room. The gems will revert to water, and any gems or other items left behind in the room will disappear. The greedy adventurer will be left with a good lesson and a wet pack.

15. The Prison

This area is reached by traversing a long corridor. At the 30' mark along the corridor there is a pit (same as in Level 1, Room 1). If a person has fallen into this pit, he will seem to fall forever. The pit is actually only 50' deep, but a teleport point 10' from the bottom will automatically teleport him to within 10' of the surface. He will continue falling and being teleported continually and will not himself be able to detect this trick, since there is a *Darkness* spell cast on the pit. Persons above and looking down will be able to see their comrade regularly being teleported to within 10' of the top. When falling, he will travel at a speed equal to the velocity as if he were actually falling down an endless pit; that is, constantly accelerating.

Further on along the corridor are a set of locked portcullises. They may be treated the same as the eastern portcullis in Level 2, Room 6. The controlling mechanism is in the small room to the east, with a door located between the two portcullises.

The prison itself is merely two rows of 10'x10' cubicles, with barred fronts. There is nothing much of interest here; the keys to each cell are in the room controlling the portcullises.

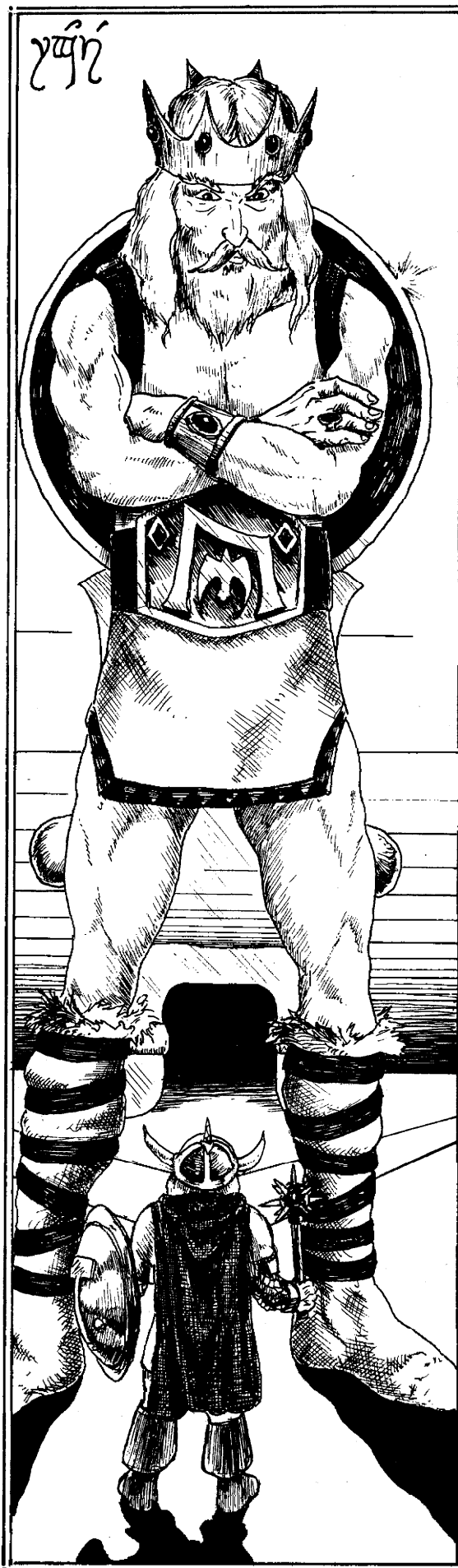
16. The Fire Giant's Lair

This large room houses a fire giant of 11 H.D. and 71 H.P. There are also 3 hellhound guards of 6, 6, and 4 hit dice. They have 28, 24, and 16 hit points respectively. An east-west overpass over the hallway is located at the south end of the lair, and connects two chambers. The giant will be near his treasure room (the octagonal room) and will have the strongest and the weakest hellhounds guarding near it. The third hellhound will be in the room on the other side of the hallway. The treasure consists of 5,400 silver pieces, 600 platinum pieces, and 4 gems (250 g.p. value).

The giant and hellhounds will pursue intruders.

17. The Hall of Illusions

The door to this area is a one-way door, although this fact will not be detected until the door has closed. The door can only be opened from the north side.



The hallway winds around seemingly aimlessly, and there are secret doors in various places. The most unusual aspect of this hallway is the fact that every entity encountered in the halls appears to be something it is not (roll as for a random monster). Even friends appear strange to each other. Determination of actual form can only be made by touch, which dispels the illusion.

The northeast spur of hallway ending in a teleport point is blanketed over the last 20' by a *Darkness* spell. The point teleports a character to the room in the center of the Hall of Illusions, which is guarded by two secret doors. There he will find a magical mace which will polymorph any creature it hits into a random monster, saving throw vs. magic applicable. He will also find a key which will open either of the one-way doors into the Hall of Illusions.

The two teleport points in the southwest corner of the hallway interact with each other. Moving east across the southern one will cause the creature to be teleported back to the first. Moving north across the northern point will cause the creature to be teleported to the southern one. Since the walls are featureless, a character can go over these points numerous times without being any the wiser of the trick. It will appear to the trapped creature to be an endless square of hallway. The only way to escape is to step, during the first moment after teleportation, in the opposite direction of the direction set to trigger the next teleport point; that is, north off the northern point or east off the southern point, and then return to the teleport point. This will neutralize the teleporting mechanism for each character who performs the proper maneuver.

Two trolls live further along in this hallway, with hit points of 42 and 34 respectively. When they attack, it will be impossible to determine their true nature unless they are touched, for each will appear as a random monster. If the trolls leave the sight of the party, they will assume a new appearance if encountered again.

16. The Stairway Down the Fissure

After leaving the Hall of Illusions, the characters will enter a room which has been split by the fissure. A narrow plank bridge spans the gap between the two halves of the room.

The hallway running due north out of this room has caved in due to the earthquake which caused the fissure, as has the hallway running south on the other side of the fissure. These

sections are still very unstable and will cause minor cave-ins if prodded.

By following the hallways, the group will eventually find its way to a circular stairway descending into the crevasse. It is constructed of wood and metal, and descends 650' before it stops. From this point the journey must continue on foot with rope work on steeper parts. There is a base chance of 2% per round of a character falling to his death. This type of descent goes on for 500' more, whereupon the characters will have arrived at the threshold of the royal chamber of Searazul the Mighty.

Level 3

1. Entry Room

After descending 500 feet from the stairway (Room 18, Level 2), an extremely narrow ledge along the side of the fissure becomes visible. It is one foot wide and extends east. The ledge widens into a floor at Room 1. A metal plank provides access to the north side of the room. Another metal plank provides access to the northwest area of the room.

2. Practice Room #1

This room is a mock combat room. The Salamanders train in this room. It contains quarterstaves and padded armor. Salamanders 13 and 14 will be located here. They will be surprised on a roll of 1-3.

3. Practice Room #2

Another room in which the Salamanders practice. Four targets are located on the east wall of the room, with many spears resting against the west wall. Four Salamanders (15, 16, 17, 18) will be found in this room. They will be practicing spear throwing and will be surprised on a roll of 1-3.

4. Storage Room

A storage room in which spears, harnesses and tools are kept. Salamander 19 will be found here, and is surprised on a roll of 1-4. Creatures will hear clanging 30 feet from the door when approaching the room. The corridor to the north of room 4 is special. When the characters reach the first "X," they will begin to hear the sound of footsteps, which will fade away in

The Salamanders of Level 3

	Hit Dice	Hit Pts	Str.	Dex.	Treasure						
Searazul	11	57	16	17	Gauntlets of Ogre Power	#14	9	49	17	13	Medallion of Thought Projection
The King's Advisors					Brazier of Sleep Smoke	#15	9	41	14	14	Rope of Constriction
#1	7+7	33	12	11	Jewelry & gems (see text)	#16	9	49	15	13	Mattock of the Titans
#2	7+7	31	8	8	Jewelry (see text)	#17	9	42	12	16	Rope of Entanglement
#3	7+7	35	14	8	Jewelry (see text)	#18	9	44	15	15	Bracers of Defense
#4	7+7	38	14	8	Gems (see text)	#19	9	31	13	15	Necklace of Strangulation
#5	7+7	30	11	14	Gems (see text)	#20	9	30	13	12	Helm of Telepathy
#6	7+7	31	15	10	Gems (see text)	#21	9	47	14	16	Girdle of Femininity/Masculinity
#7	7+7	35	11	7	Jewelry & gems (see text)	#22	9	51	16	12	Scarab of Protection
#8	7+7	33	6	14	Gems (see text)	#23	9	47	14	17	Helm of Brilliance
#9	7+7	40	18	11	Gems (see text)	#24	9	43	18	14	Commander (see text)
#10	7+7	23	8	9	Jeweled dagger (see text)	#25	9	41	14	11	Rug of Smothering
#11	7+7	41	11	7	Jewelry (see text)	#26	9	53	15	13	Crystal Ball with ESP
#12	7+7	31	13	8	Jewelry (see text)	#27	9	30	17	12	Horseshoes of Speed
The Peerless Legion						#28	9	51	15	10	Bag of Holding
#13	9	42	13	15	Rope of Climbing	#29	9	34	14	11	Javelins of Lightning (4)
						#30	9	41	11	17	Amulet of Inescapable Location
						#31	9	37	12	15	Helm of Teleportation
						#32	9	37	13	13	Gauntlets of Fumbling

(Note: Except as specified in the list above, all Salamanders have the properties attributed to them in the *Monster Manual*. Each Salamander will possess, or have immediate access to, at least one spear of the type described in the *MM*. Salamanders encountered in a practice room can be expected to use all the weapons at their disposal if necessary.)

two turns if they stop. The footsteps are echoes of their movement. If they are moving silently, their footsteps will not echo. Voices and the sound of armor clanking will also echo. The echoing will not stop until the characters reach the other end of the echo area, marked "X."

5. Room of Shadowy Death

This room appears to be empty. It is dark inside. In the southwest cubicle there are four Shadows which will strike if the room is entered. The Shadows have 19, 20, 12, and 16 hit points respectively. They will have 12,000 g.p. hidden in the secret room along with 16 gems (60 g.p. apiece), 10 pieces of jewelry (500 g.p. apiece), a *Ring of Water Walking*, a *Potion of Fire Resistance*, *Rod of Negation*, a *Scroll* with four magical spells (*Mending*, *Contact Other Plane*, *Rope Trick*, *Power Word-Blind*), and three ivory goat figurines.

6. Room of Flashing Lights

Inside this room are small, round, colored lights which are moving aimlessly across the walls. After five rounds of being exposed to the lights, characters will be hypnotized; they will sit down and just stare at the lights. The only way the trance can be broken is by the sound of the door opening. Three hobgoblins will be found in the room, already hypnotized—until the door is opened, of course. They will always be surprised and have 9, 6, and 6 HP respectively. Being half dehydrated from being entranced, they will act with 8 dexterity and 9 strength. If the characters get hypnotized in the room, a Salamander guard will check in every 12 turns. Treat this guard as Salamander 31 or 32 (50% chance for each).

7. Gate Room

Salamanders of the Peerless Legion use this room to gate into the material plane. No one can use this room to gate without the knowledge of the king. Nothing else of value is in this room.

8. Commander of the Peerless Legion's Room

The commander of the legion, Salamander 24, will be found in this room and will be surprised on a roll of 1-2 on d6. He will be found resting on a bed in the southwest corner. Behind the bed there is a secret door with his treasure in a chamber behind it. The treasure includes 40 s.p., 20 g.p., 5 pieces of jewelry, *Eyes of Petrification*, *Decanter of Endless Water*, crystal ball with clairaudience, *Potion of Healing*, and a *Medallion of ESP* (30 foot range).

9. Practice Room #3

Same as practice room 32. Salamanders 20, 21, 22, and 23 will be found practicing in this room.

10. Room of Marquins

This room is where the creatures called Marquins live. They have been magically animated by a high-level Cleric/Magic-User. They appear as small, blob-like creatures made of molten lava. Standing two feet high, they have the following abilities and attributes:

Move: 60 feet/turn
Hit Dice 3 + 3
Armor Class: 6
Treasure Type: Nil
Alignment: Neutral
Attacks: 2
Damage/Attack: 1-20 plus 2-8 heat damage

These creatures, if threatened, will shoot small bullets of lava out of their eyes. If the Marquins hit, the lava will sear the flesh, causing an additional 2-8 hp of damage. If the character hit is wearing plate mail, there is a 5% chance that a joint will be hit and will be soldered together so that movement of the appendage is hindered.

11. The Peerless Legion's Sleeping Quarters

The Peerless Legion rests in this room. Salamanders 25, 26, 27, 28, 29, and 30 will be resting along the west wall. They will be surprised on a roll of 1-3 on d6. The only treasure found in the room will be those weapons found on the Salamanders. The room is filled with bunks, tables and a few spears.

12. Advisors Sleeping Quarters

This room is where Advisor 1 lives. A bed is on the south-east wall with a chest at the foot of it. The chest contains three pieces of jewelry worth 1,500 g.p. Underneath in a false bottom (found on a roll of 1 on d6) will be five gems worth 20,000 g.p. This advisor, as all advisors, will be surprised on a roll of 1-2 on d6.

13. Advisors Sleeping Quarters

Advisors 2 and 3 reside in this room. Beds on the southwest and northwest corners contain the resting Salamanders. Nothing in the room is of value, but a secret door hides the room their treasure is in. It is a chest with five pieces of jewelry worth 20,000 g.p. Again, the Advisors will be surprised on a roll of 1-2 on d6.

14. Advisors Sleeping Quarters

In this room sleeps Advisor 4. His bed is in the northwest corner. His treasure, underneath the bed, is three gems worth 10,000 g.p.

15. Advisors Sleeping Quarters

Salamander Advisors 5 and 6 reside here. They will be at the northeast and southeast corners. Their treasure is in chests at the foot of each bed. The chests are trapped with a poisoned needle which shoots out of the lock. An affected character must make his save vs. poison or die. Each chest contains 3 gems worth 10,000 g.p.

16. Advisors Sleeping Quarters

Advisor 7 is sleeping on a cot in the northeast corner. His treasure is kept in a room behind a secret door on the east wall. In a chest are two gems and three pieces of jewelry worth 10,000 g.p. and 15,000 g.p., respectively.

17. Advisors Sleeping Quarters

Advisors 8 and 9 live here. They will be sleeping in the southwest and northeast corners. A secret door conceals a gem worth 1,000 g.p. lying on the floor in the small chamber. Behind that is another secret door. An attempt to open it requires three turns to pass before the first roll can be taken to determine success. The room within appears empty, but the treasure is kept in a space underneath the floor. The trap door is not booby trapped. A small pouch contains 12 gems worth 3,500 g.p.

18. Advisors Eating Room

No advisors will be found in this room. It is a dining hall with a 10'x5' table in the middle and 12 chairs around it. Any noise made in it can be heard by Searazul, the King Salamander, by means of a pendant that he wears on his chest. Nobody but the king knows this.

19. Advisors Meeting Room

In this chamber is another table and set of chairs identical to those in room 18. The advisors usually hand out duties and assignments for the Peerless Legion here, but none will be found in this room. Anything said in this room can also be heard by Searazul, as per room 18.

20. Advisors Sleeping Quarters

Advisor number 10 resides here, sleeping on his cot in the southwest corner. Behind the secret door is an invisible treasure; a *Detect Invisibility* spell will be needed to locate a

heavily jeweled dagger worth 15,000 g.p., which will become visible upon being detected.

21. Advisors Sleeping Quarters

This room is the private quarters of Advisors 11 and 12. It contains beds in the extreme corner of the south wall. Their treasure is behind the secret door. It consists of 6 pieces of jewelry worth 15,000 g.p.

22. Refuse Room

One of two rooms which borders on molten lava. Refuse thrown into the lava is destroyed by the intense heat (1850° Fahrenheit). The stench from the burning odor will cause nausea after three turns, halving characters' dexterity and strength for six turns after that. A Salamander sentry (either Salamander 31 or 32) will bring more refuse every 7-12 turns.

23. Gem Storeroom

This room is filled with various gems and semiprecious stones, in a pile 10' high at the south wall and tapering to the bare floor at the north end of the room.

24. Jewelry Storeroom

Another storeroom of riches, filled with jewelry piled 10' high at the south end of the room tapering to the floor at the north end.

25. The Throne Room of Searazul

Searazul, King of Salamanders, may often be found here in his throne room. It has two fountains spouting lava at the extreme northwest and northeast corners of the room and a

large curtain covering the far north wall. Behind the curtain is a door that can only be opened by using a special ring which Searazul wears. The throne chair is a box in the center of the room 50' south of the northern wall. It is made of solid stone with jewels inlaid in it. Standing on it, 15' off the floor, the king can observe sacrifices made to him on an altar south of the chair. The dotted lines on the map indicate a pair of trap doors. Prisoners are led to the doors, and the king judges them there. If they are condemned, they will be dropped 60' into molten lava. To the east side of the throne chair is a *Brazier of Sleep Smoke* which the king will use if he is attacked. If the king is seriously threatened he will light a fire in the brazier and run for the door in the north wall. He will proceed east until he gets to room 28.

26. The Council Room

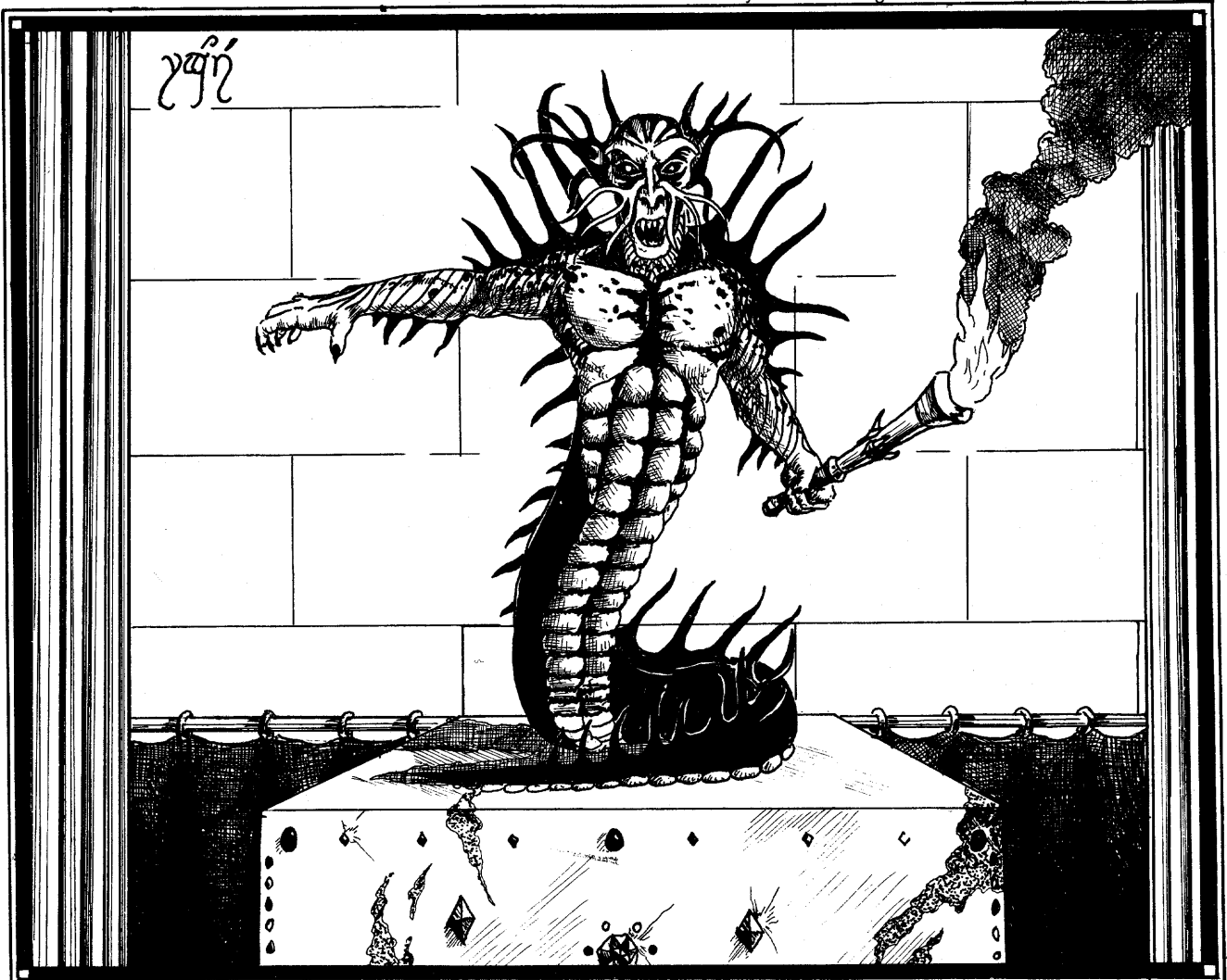
The council room contains a table 10'x30' with 13 chairs around it. It contains no treasure or anything else of value.

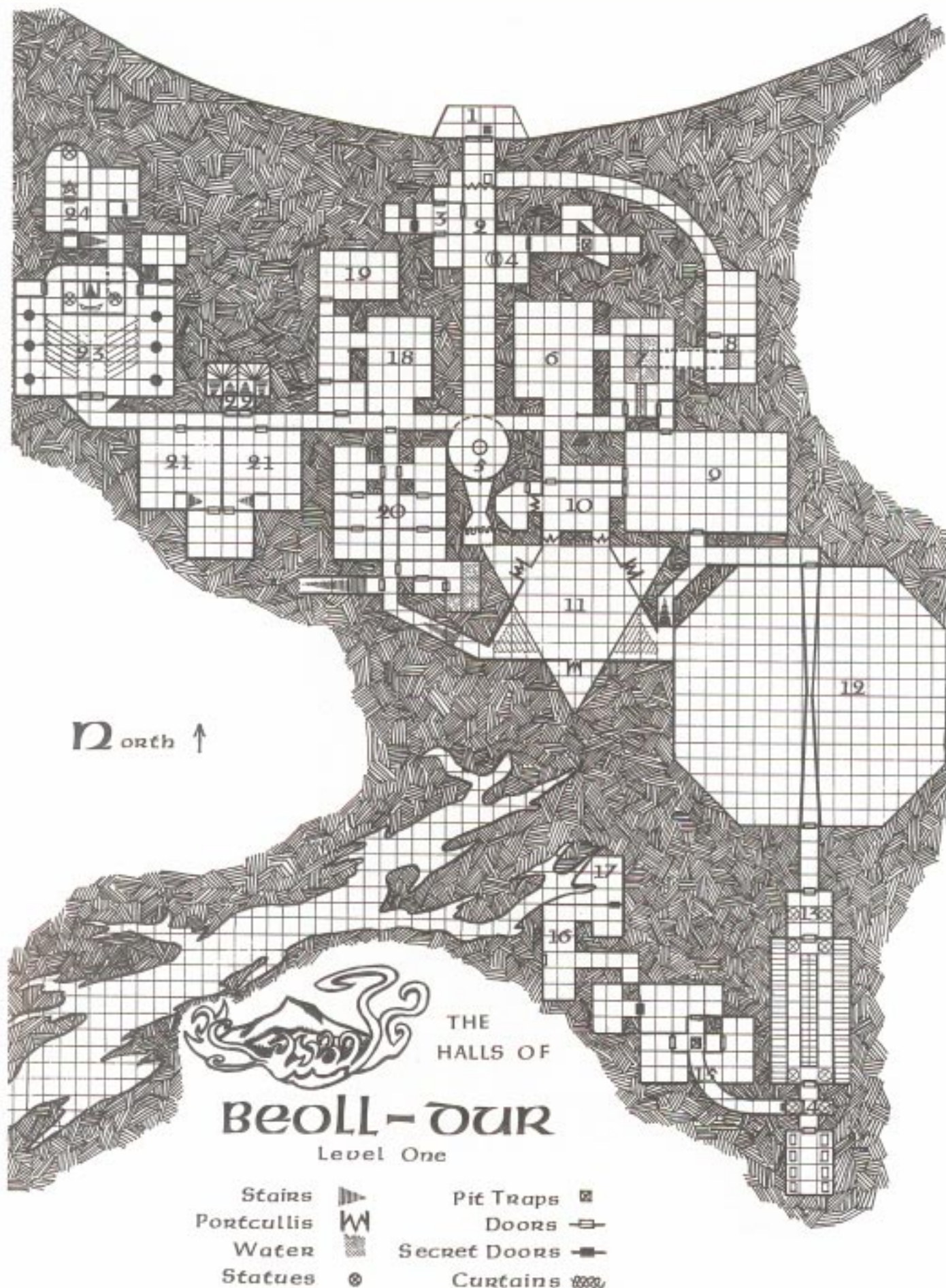
27. Searazul's Sleeping Chamber

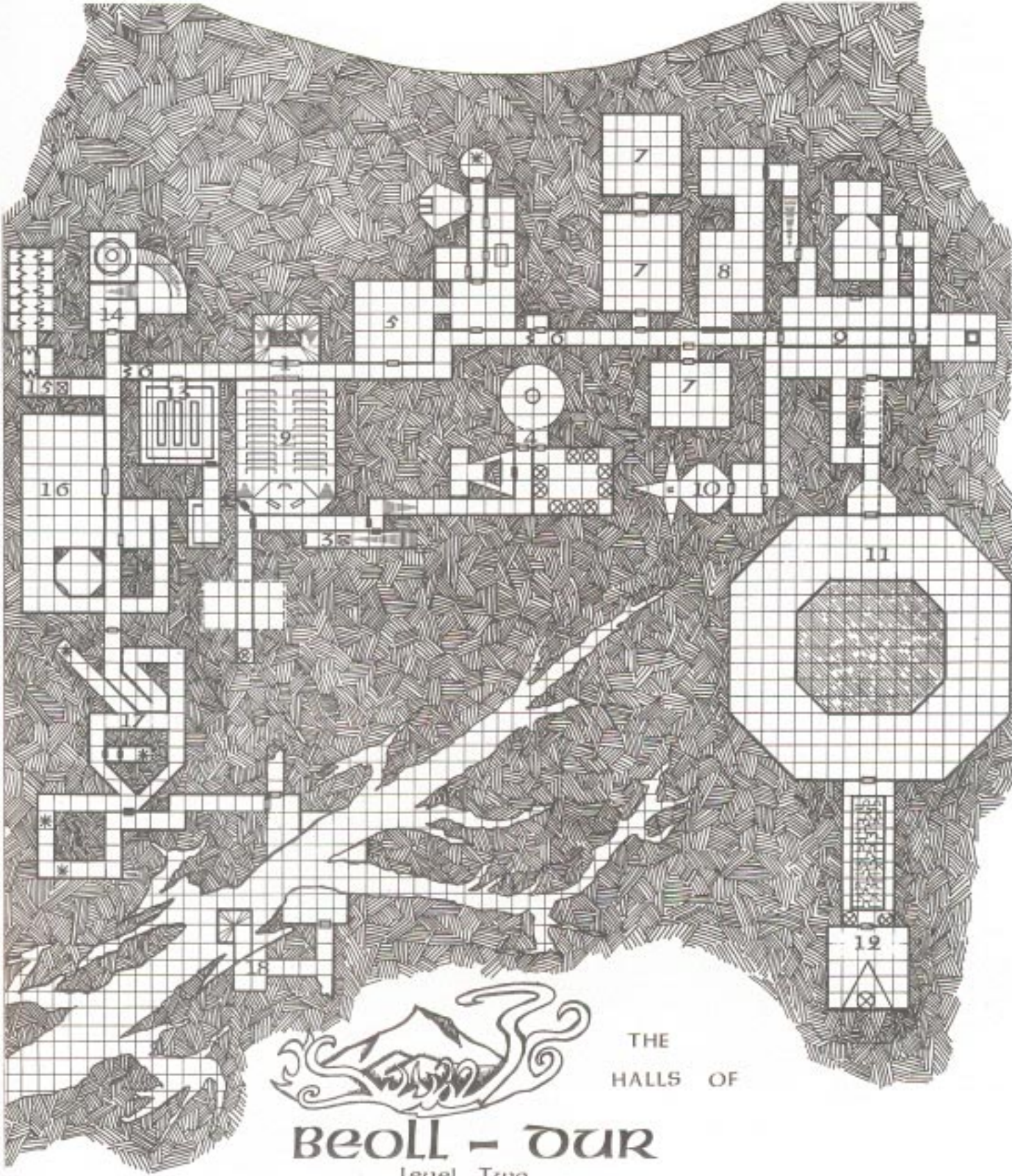
There are two sentries of the Peerless Legion, numbers 31 and 32, guarding Searazul's room in the 10'x10' cubicle to the west outside his door. Searazul resides in this room, and will be encountered here unless the party has given away its presence previously, in which case the king will await the party on his throne. The walls of the room are intricately carved and his bed is at the southwest corner. Nothing in the room of value can be taken out without its value being lost.

28. Gate Room

The king and his advisors use this room as a gate. It is bordered by lava. Nothing of value is kept here.

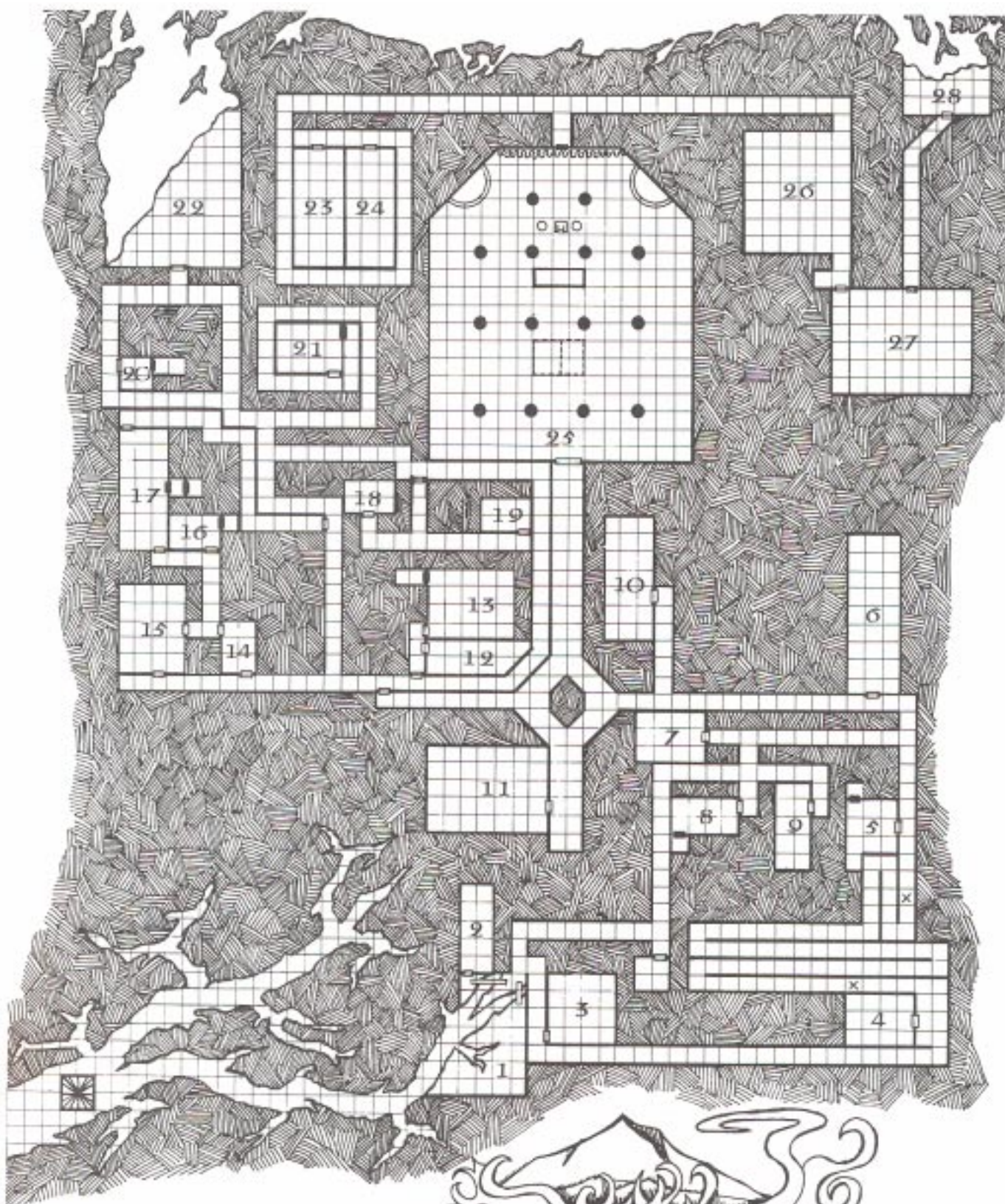






- | | | | | | |
|----------------|---|-----------|---|--------------|---|
| Portcullis | W | Stairs | ▶ | Doors | — |
| Teleport Point | * | Statues | ⊗ | Secret Doors | — |
| Boiling Oil | ☼ | Pit Traps | ⊠ | Water | ■ |

North ↑



THE
HALLS OF

BEOLL - DUR

Level Three

North ↑

Doors → Columns ●
Secret Doors → Curtains ∞∞∞