

The Mountain of Evermore

The Mountain of Evermore

By

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*An adventure for OD&D or the Basic and Expert Sets formerly published by TSR
for a party of 4-6 players of character levels 1-4*



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Preface

Some may wonder why, after all this time, would I create a new adventure for the original Dungeon's and Dragon's game. My children found AD&D a little complex and so our odyssey back to the original rules began. As I sit here looking at my copy of the original 1974 rules it occurs to me that what the game lacks in defined rules it makes up for in imagination. The game is simpler, faster, and creative. It is not bogged down in rule definitions and interpretations. I certainly enjoyed (1ed) AD&D but the real fun I had when I was a teenager was with D&D, what people now call OD&D (Old Dungeons and Dragons), and those days I can never forget. This adventure is designed for first to fourth level adventurer's and is humbly dedicated to Gary Gygax and Dave Arneson to whom I owe a great debt for all the fun I've had. Thanks guys! I also owe a great debt to my good friends of those long ago years with whom I played the game.

Leading the Adventure

I'd like to take the opportunity to instill you, the reader, with a few of my own thoughts about Dungeon Mastering with particular regard to this adventure. The original rules did not contain a "thief" character. In fact until Greyhawk there was no such thing. One of the most popular "ad hoc" character classes at the time was the Berserker, a variation on the fighter. That was one of the important aspects of the original D&D game, so little was covered, invention was the order of the day and particularly so for the DM. Thus in this adventure you will find many new monsters, and variations of old ones. I have designed the adventure to be used with the original game [or even the basic and expert sets], allowing for the addition of the thief as defined in Greyhawk, but a thief is not necessary. It's a bit of a dare to play the game in its original form. The party can be composed of some fighters, a cleric, and magicuser.

House Rules:

Fighters

Here's a Berserker character variation for fighters who wish to make use of it. Remember that every weapon and many monsters in OD&D cause 1(d6) damage, so the Berserker character makes for an interesting change. According to the Monsters and Treasure rule book Berserkers are simply men with battle-lust. When fighting "normal men" they add +2 to their dice score when rolling due to their ferocity. I extend the term "normal men" to include "man sized [and smaller than man sized] humanoid monsters" I take that to mean +2 when rolling to hit and +2 to damage. The character is limited to leather armor and shield, and may not wear other armor. It's a trade off, armor class for the ability to hit better. The character must also be of neutral alignment. Other than that the character progresses as a fighter. This sort of character makes a good "barbarian".

Magic Users

With regard to Magic Users, the character appears to be weak at the lower levels. The problem is usually the "party" does not utilize proper risk management. Everyone is wounded and the magic user has to step up to the plate and fight off some foul monster, usually resulting in the demise of the character. Of course the magic user is not a good fighter, the character is not supposed to be. The magic user should be protected by the party and kept in the middle where he or she can do the most good.

The DM can make the Magicuser more interesting without bending the rules too far. Allow the magic user to be the only character who can read and write other languages besides common. This gives the character greater utility in the party, and makes the MU a valued member to be protected, particularly in this dungeon. While the other characters

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can speak various languages anything written that is not in the common language is beyond them.

The magic user must memorize particular spells, but I allow the magic user to store one or two (at most) additional spells in his staff. So, that's why those wizards always carry one! The staff can be made from any stout wood and the magic user can use it to fight with as well. Enchanting the staff is the same as casting the spell, so preparation is the key. Also to borrow from the page of another DM allow the MU to start at second or third level, but without the experience points so that they still have to earn them.

Hit points

I usually permit all first level characters to start out with the full 6 hit points. In the original rules all characters use 1(d6) to roll for their hit points. After that though the characters are on their own, roll the dice well!

Risk is what makes the game fun, the player is trying to keep his character alive while defeating the monsters, figuring out the traps and carrying off the loot. That is what makes the dungeon adventure exciting. The DM has to adjudicate the rules, and play act every character and monster the player's meet. That's what makes it fun for the DM. Bringing the "world" to life is what makes all those hours scribbling with a pencil, thumbing through the rules, and designing new dungeons worth while. Somewhere in the middle "the game" evolves and grows into a relationship between the DM and the players. The DM has to watch out for the party of characters for there is no benefit to their complete demise. If the players are inexperienced, or foolish the DM has to temper the game somewhat to keep it fun.

The maps are largely hand drawn, which may be "archaic" in this computer age but this allows for my own personal expression which is not easily done with a cookie cutter. No doubt I may someday turn them into finished works of art but as in the old days of yore the adventures were all done by hand with very little fancy hex paper.

The prospective DM should take some care to read through the whole adventure. It is not designed with pre-digested bits to read to the players so the DM will need to read the room descriptions carefully and then present the rooms in their own words, leaving out things the characters will have to find out for themselves. However, I've tried to be as thorough as possible and to present as much information as I could. It's my own habit to embellish things on the fly, and to moderate encounters based on the "health" of the party of player characters.

I would not describe Evermore as a particularly easy dungeon. Quite the contrary, the players may find it rather difficult, but it was designed for new players starting out with first level characters. Such treasures it contains must be paid for, sometimes dearly. After the introduction to the adventure the characters should have enough fear instilled in them to approach the dungeon stealthily, and in secret, lest harm befall them. The outdoor setting complements the dungeon, which gives the characters somewhere to recuperate and spend their loot. Indeed, rising in levels is a requirement for completing the adventure.

It is my sincere wish that everyone enjoy The Mountain of Evermore. It is the kind of adventure I wish I could have myself, which is the trade off all us poor DMs have to live with, good luck and happy delving,

Gregory B. MacKenzie

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This adventure is designed as a setting that can be dropped into any campaign. All you need is a mountain somewhere on your campaign map. As you will soon see from my writing I have been strongly influenced by many fantasy writers, too many to list here. Nonetheless, I am of the opinion that any good Dungeon's and Dragons adventure must be rooted in a story. In this adventure setting the player characters are the good guys, who come to the aid of a hamlet oppressed by an evil Giant.

In a suitable setting the player characters are approached by a prosperous looking merchant, Tootall Wolfram, who asks the characters if they are indeed the reputed heroes that he is seeking. He tells them that the Hamlet of Evermore, his home, is in great need of heroes to save them from a terrible evil. If the characters are interested he tells them the following tale.

The Coming of the Giant

The hamlet where I was born was a peaceful place. In summer shepherds took their cattle beyond the Enchanted Forest high into the summer pastures of the mountain. In the fall they brought them down again. Seasons passed one after another, and no child ever went near the Enchanted forest out of fear of the Witch. It was said that she would never come out of the Forest but some had seen her at the edge, beckoning come closer to small children in the lower pastures. The dogs would bark and the shepherds kept the children close saying, "look and do not forget the old hag of the wood, stay out of the Forest or she will surely eat you for supper." Sometimes the shepherds would talk amongst themselves of the old witch, and I overheard them say that the way through the Enchanted Forest was bewitched and that the forest had a mind of its own. The path was known to shift and turn and if you were not careful you might find the cottage of the witch and be lost forever, for it was well known that she would waylay travelers.

No one knows exactly what drew the Giant to Evermore on that fateful day. The Dwarves had come to the hamlet to show me the way to their workshops. I was to be apprenticed in the Dwarves workshops in their caves beyond the Enchanted Forest for seven long years. In their company I was led through the twisting paths of the shadowy forest, until we were safely through to the other side. High above us in the rocky mountainside was the workshop of the Dwarves. As I looked ahead toward the summit it was then that I saw the coming of a great cloud. It blew in on an ill wind from the west and stopped right over the summit of Evermore. Snow began to fall in large flakes, until at last we were engulfed in a blizzard. We struggled up the mountain through snow drifts deeper than the longest beard of the dwarves. At last we found the oaken door of the workshop and hurried inside. There we listened to the wind shrieking over the mountainside.

The storm lasted for a fortnight until at last the winds subsided. It was then that we felt the mountainside shake with heavy footsteps. A giant had come down from the cloud. Sniffing with his great ugly nose he found the cave of the Dwarves and pounded upon the door, "Manflesh," he shouted. "I hunger for it!" The door shook with every blow of his heavy hand and I feared that the dwarves might give me up to the giant out of fear. Instead they quietly motioned me farther into the cave and braced the door with stout oak beams.

The giant soon tired of pawing at the door of the cave. It was then that he turned his attention to the hamlet. Down the mountain he strode crushing the rock with his iron shoes. He pushed aside the snow covered trees of the Enchanted Forest, snapping the ancient groaning wood as he went. The people of the hamlet felt his approach and threw open their shutters. The people of hamlet cried out in terror and alarm as the giant loomed over them, a terrible shadow. With fingers as thick as the boles of trees he tore open the houses and grasped at the people within. Laughing horribly, he threw them into his hat which he now

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used like a great sack. "I am Gherkin," shouted the giant, "every seven years I shall return and you shall give unto me five young men and five young women of this miserable village and such gifts as I desire or I shall return and destroy you all. Do not try to run away or I shall plague you with goblins." With a great evil laugh he then turned and left the burning houses of the hamlet to their ruin.

Every seven years Gherkin returned to the hamlet and we have given him 10 of our own plus tribute we can ill afford. We can suffer this no longer. Will you not help us and rid us of the giant? Know that I am wealthy from my skill and I can offer a reward for your services.

If the player characters are interested and negotiate with the merchant, he then gives them more information after a bargain has been reached.

Once a young man escaped from the giant and he brought back to us tales of his imprisonment in the giant's castle. He spoke of a great labyrinth underneath the castle. It is said that the giant has hidden three magical golden balls in the labyrinth and that these anchor the castle to the mountain. If the golden balls were removed the castle would be at the mercy of the wind and blow away. The entrance to this labyrinth is through a cloud gate at the peak of the Mountain of Evermore.

The giant lives in a great stone castle surrounded by a dark and foreboding forest on the top of the cloud. Evil goblins and a few servants whom are rarely eaten serve him. The giant can change size and shape at will and this he uses to spy on his servants and guards, none of whom he trusts. It seems that the giant does not like the taste of goblin flesh and goblins needing discipline are sent to look for a mysterious box in the labyrinth, never to return. Anyone who challenges the giant is either punished or eaten. Cruel punishments are handed out on the slightest pretext. Every day the giant and his goblins escort the captives to the fields where they are made to work. The giant leaves his goblin overseers to their work and goes to dangle his feet over the edge of the cloud and daydream of wicked things to do. The giant watches the mountainside so you will have to climb the mountain in secret.

Once the prisoners rebelled and thrust a great spear through the body of the giant but it did not wound him. Gherkin only laughed cruelly as he pulled it out saying, "No one can defeat me because of my secret magic!" He then caught all the rebellious prisoners one by one and put them in the castle donjon. The rebels met a terrible fate, some the giant threw down to the mountainside, a few hung in a crow's cage, and others he ate.

Even the giant stays away from the fourth floor of the castle, which is rumored to be haunted. The servants have heard noises there, but no one dares go there to see what makes them.

Avoid the witch who lives in the enchanted forest. Seek out the shepherds who know the secret way through the wood, they will guide you. It is also said that no Dwarf can be led astray by turning of the shifting wood.

Rid us of the giant, rescue our people if you can, and great reward awaits you.

The Hamlet of Evermore

The hamlet once contained over 500 souls and was a prosperous stop on the merchant caravan routes. Now it is impoverished and has a population of under 300 due to the depredations of the Giant. It now is falling into ruin but the people dare not slip away. Anyone living there who tries to leave is punished by the townsfolk. Caravans still pass through but they do not stop there as they have learned of the Giant and do not wish to be taken by him. Tootall Wolfram is the leading merchant of the hamlet and with the support of the people has vowed to secretly do whatever it takes to get rid of the giant. The call has gone out for Heroes.

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When the character party stays in the hamlet they must not wear armor or openly carry weapons to prevent the giant from learning about their relationship to the hamlet. Remember, the operative word here is secrecy. The people of the hamlet do not want to be seen openly helping the character party. If the giant were to learn of the party he might send Fang Boot the Goblin Captain and 20 Goblin Soldiers to the hamlet to question the people. At first the people would deny knowing anything about the party of characters but under duress they might be forced to inform on the party, or even betray the party to the goblins.

The characters may stay at the inn, the Toad's Belly, for 5 silver pieces a night. Billy Beergut is the proprietor. "They may be heroes," Billy says, "...but business is business and dead men can't pay." Each character is expected to have their own room, which is small. Anything the characters wish to store can be left at the house of Tootall Wolfram.

Each house in the hamlet is made of stout wood, stone, with straw roofs, and the windows and doors have shutters. The hamlet is not walled. No one goes out at night. No other detail of the hamlet is necessary save that it is a medieval hamlet with a smith, a few craftsmen, shepherds, it is surrounded by farms, and so on. The characters are not expected to stay long in the hamlet but to get on with the adventure.

The Enchanted Forest

The old witch lives in a cottage within the wood. The witch has all the usual bad habits of eating strangers and other faults such as changing people into un-natural things, it isn't pretty. She has control over the forest and can change the direction of the path through the wood, twisting and turning it at will to misdirect travelers. No one can ever find the cottage of the witch if she wishes it to remain hidden.

When the witch is seen it is as an old woman dressed in patchwork clothes. She does not have a kindly face and her eyes are hard. She leans upon a staff made of human bones which bear the gnaw marks of her iron teeth. When she walks it is with a shuffle and leaning on the cane. This is a false impression for she is quite spry. On one shoulder may be seen her familiar, a ragged old one-eyed crow. The crow will spy on any travelers who take the forest path. Sometimes the witch loans the crow one of her eyes, then she can see whatever the crow sees as it flies high in the sky. The crow is wary of approaching too closely and in the Enchanted Forest can sometimes be heard just out of bow reach clattering through the branches.

When the witch is bending the forest path to her will the trees can be heard groaning and pulling up their roots. Unless the characters know the secret way through the wood they would find themselves at the cottage of the witch. The shepherds have learned how to take their flocks through the enchanted forest. The simple trick is to keep to the right fork and never go left no matter how the path might turn. The shepherds will also warn the characters never to set foot off the path. Characters that step off the path, or take a left fork, either find the way to the witch's cottage or get bewitched by faeries. No dwarf can ever be lead astray in the wood. With their unfailing sense of direction the dwarves know that the twisting of the wood is false, and simply take the right fork.

The cottage of the witch lies in a gloomy glade within the wood. The cottage is made of stone with low walls and has only one window and one door. The door of the cottage is wizard locked but can be opened with a knock spell. If the characters peer through the small dirty pane of the window they will see inside a very cluttered and untidy room filled with things that the witch uses to perform her evil magic. The roof of the cottage is covered with mossy shingles. A small chimney rises from the roof, it is too small to climb through.

If the characters are fortunate, the witch is not home. If the characters leave the cottage immediately and stay to the right on the path they will find their way out of the Enchanted Forest.

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The witch will not directly confront a well armed and alert group of characters. She prefers to attack single individuals or small groups she can overpower directly with magic.

Witch Strategies

1. To charm a character. The character then believes the bent old crone is really a beautiful and defenseless maiden to be defended at all costs. The character will then serve the "maligned" maiden of the wood until such time as the witch tires of the character or the character is released in some manner from the charm.
2. Another strategy used by the witch is to place a character under the evil enchantment of lycanthropy. The initial effect of this is to immediately turn the character into a ravenous wolf. In animal form the character cannot control their actions and will flee from the witch to run wild through the forest savagely attacking any characters who cross their path. This lasts for a day and a night, thereafter the character becomes a werewolf at every full moon. No matter how the character might try, they can never again find the witch's cottage. The shepherds always kill any wolves they encounter to protect their flocks.
3. Other mischief, polymorph characters into animals, etc.
4. If the witch is hungry, which is seldom, the character is subdued and confined, until the oven is hot, roasted alive, and eaten by the witch with her iron teeth, not a pleasant prospect.

Other Perils of the Enchanted Forest

Characters straying off the path may encounter the wee folk - Pixies. These may reward or play some trick on the character. The wee folk dislike being spied upon and will punish offenders. They reward generosity and punish faults. They have the ability to charm, curse, and polymorph characters.

The Cave of Nozpik the Dwarf

Beyond the enchanted forest the old track begins to fade away into nothing until the trail is lost entirely in the rocky mountainside. There, nearby, is hidden the door of the workshop where the merchant craftsman once learned his trade. Only one dwarf lives there now, the ugly Nozpik. "Ugly on the outside but warm as pea soup on the inside," as Nozpik says. The dwarf is friendly and will be supportive of the characters but will spy on them first just to be sure they aren't trouble. [Nozpik should be played as a bit of comic relief between the tension of the Enchanted Forest and entering the Dungeon.]

The door of the dwarf's cave is sturdy and can resist the pounding of the giant. No knock spell can open it either for it was enchanted by a wandering powerful wizard as a favour to the dwarf. Inside is a workshop, once the dwarfs made any number of things but now Nozpik only makes toys. If he likes the characters he will invite them in, and will even offer them refuge and aid - short of accompanying them into the dungeon. Nozpik is a first level character, as such his stats are relatively unimportant since he will not enter the dungeon with the party. Nozpik is merely a supportive character.

The following are the kinds of aid Nozpik can offer - food, water, bandages, store treasure, act as a guide, run to the village for help [not that the villagers will come]. Nozpik has a chest in the cave which may contain any number of useful [non magical] things the party might need. That is up to the DM to decide.

Nozpik can guide the party to the Cloud Gate, and will do so admonishing the party to be quiet and stealthy, "...or the giant will catch you!" He'll rummage in his chest and pull out an old pot, which he wears as a helmet, and carry a walking stick. Once at the gate Nozpik will hurry off saying, "...oh, I think I left a pot on

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the stove!" Nozpik makes yearly trips to the village to deliver his toys, taking them in a large pack. When he is away the cave is shut and cannot be opened.

Sidebar - one possible incident is the capture of the dwarf by goblins. The Giant learns that the dwarf has aided the party so he sends his goblins to capture Nozpik and bring him to the castle Donjon for questioning in order to learn about the character party. The cave door will be found open, the cave ransacked, and empty. There will be signs of a struggle, and a key left upon the ground. If anything happens to their beloved dwarf the villagers will become angry and may turn against the party even though the characters are trying to help them. The party will then eventually have to rescue the dwarf from the Donjon and escort him to the village to satisfy the villagers.

The Hermit and the Temple of the Forgotten God.

West of the summit of Evermore is the Ravine of Pain. Located in the ravine is a temple to an ancient and long forgotten god worshipped before the stars shone. It has been long abandoned. The roof of the temple has fallen in and its altar is open to the air. Nearby lives a hermit who has studied the strange runes on the fallen stones. If the characters treat him well the hermit may tell them the following:

In secret they came at the dark of night bearing one upon a bier with a silver circlet upon his brow. I heard them coming a long way so behind a stone I hid. They laid the pale dead elf prince upon the altar stone and left him there. Silent as ghosts they stood. A storm came from the east before dawn and rain began to fall. The heavens above cracked with thunder and lightning. The wind howled and I swear there were things in that wind that would frighten any man. The elves stood at the foot of the temple and waited as the rain dripped down their stony faces. When dawn came the wind died suddenly and the sun rose over the mountain. When the first ray touched the face of the elf prince he stirred suddenly and the colour returned to his cheeks. With joy the elves ran to the altar to greet the rising prince. I would not have believed it had I not seen it with my own eyes. Strangely though, he seemed not to know his companions. It is written here on the stones "One that is risen returns to their own yesterday."

To any further questioning the Hermit mutters to himself and says, "Other things I know but have forgotten." He appears to be somewhat addled, a half-wit.

If any living character lies upon the altar the Hermit will screech and say "No, fools, you must not lie there!" He then runs off where the characters cannot find him.

A deceased character, which is placed upon the altar in the same manner will be resurrected, according to the Raise Dead spell in the Men and Magic rule book.

Note that if the character's constitution is weak, 6 or less, the character cannot be raised. The chance of survival is based upon a character's constitution.

Additionally, the "wind spirits" remove experience points from the character. Thus the character drops to the minimum experience points for the previous level e.g. A first level fighter would find himself at 0 points. A second level fighter would find himself at 0 points and at first level. A third level fighter would drop to level two and have the minimum points for that level. A penalty for the free resurrection which will come as a nasty surprise! Characters lose abilities and hit dice! The character also loses his memory of any events that took place during that time - this may be a bit tricky to role play.

Any living character spending the night on the altar may cause the altar to break. The character must fail a st vs magic for this to happen. Once a character has failed the saving throw the altar cracks. After the altar has been broken it cannot be used for further resurrections. If the character passes the st vs magic nothing happens.

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Party Strategy and the Giant

Initially the characters should try to avoid a direct confrontation with the giant. At the outset they are nowhere near strong enough to defeat him. Instead the party should concentrate on stealth, and seek to learn as much as they can while exploring the dungeons underneath the castle. The party should build its strength quietly and slowly. The labyrinth is patrolled by the evil characters in the service of the giant. These will oppose the character party so the players may well depart for the Caves of Fear, just to avoid these. The Necropolis level should be looked into with care and disturbed as little as possible. The giant will no doubt learn about the party but it may well take some time to find out that there are trespassers. The giant has dealt with adventurers before and has learned that the dungeon itself is usually enough of a threat to finish them off. If that doesn't work, the giant may use his flunkys (Ancient Grumbler, or the Goblin Guards) to harass or capture the party. Attrition works too, eliminating a character or two through combat or capture is equally effective. Only when the castle is invaded will the giant actively pursue the character party through one means or another.

Completing the Adventure

The DM should expect the characters to make several forays into the dungeons under the giant's castle, leveling up before tackling the castle directly. Characters can rest, heal, and level up at either Nozpik's cave or at the village.

The adventure can end in any number of ways. The characters may simply find all three golden balls and remove them from the dungeon, or they may kill Gherkin by destroying the magic jar, or they may simply destroy Gherkin's body forcing his soul into the magic jar.

In the latter case, if the magic jar has not been found the prisoners can still be rescued. However the party will not be rewarded for destroying the Giant and the threat of his evil spirit will still remain because the Giant is still alive in his magic jar waiting to possess the body of someone passing by. Of course the characters will have time to loot the castle, and the prisoners will help carry it away, however much of the wealth in the castle belongs to the village and the characters may be expected to share it with the hamlet. Any cleric of "good" alignment would see the necessity of this to restore the prosperity of the hamlet.

When Gherkin is killed, and the Goblins defeated or forced to retreat. The party will have to safely escort the 20 prisoners that work in the fields, Carss, Quinn and Turjo (G2), and the servants, Scullery Maid (G18), Nip and Tuck (G32), three musicians (G36) and the Butler (G40), to the Hamlet of Evermore, to collect the reward for rescuing the "prisoners".

When all the golden balls are taken from the dungeon (out on the mountain side), a wind will begin to blow in from the east. It will begin to rain, and the clouds above will begin roiling. They will move slowly, and gather speed as the gloomy castle on the cloud moves westward, the cloud flashing with lightning and crashing with thunder as it goes. Within an hour or two the sun will appear and dry the land. The castle will be gone. The stair leading to the dungeon will remain in a cleft of rock, leading upward and within the mountain. The golden balls will slowly vanish, as their magic charm has been broken.

To collect the reward for defeating the Giant, Gherkin must either be destroyed, the shards of the magic jar will be demanded as proof, or the castle must be seen to blow away when the golden balls are removed. The dungeons under the castle remain at the top of the mountain for further delving, should the characters so desire it.

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Reward - Rescue Prisoners

500 gp for every prisoner rescued.

Reward - Defeat Giant, castle blows away, magic jar destroyed.

Each character is given magic items from a chest which Tootall Wolfram, the merchant, has hidden in a box under the floor of his house, if there are several characters of a particular class divide the goodies between them.

Fighter Characters - +2 Sword of elven make with elaborate floral pattern running the length of the blade on both sides - it was made for the goblin wars, +1 Shield of dwarf make, 10 magic elven arrows.

Magic User Characters - Staff of spell storing (stores any two spells which the magic user can cast into the staff), the staff can also be used as a weapon it is made of ebony and has a silver ball at its top it once belonged to a good wizard, Magic Ring of Protection +2, this elven ring gives the magic user an armor class of 7.

Cleric characters - +2 Mace made in the shape of the head of a dwarf, +1 shield of dwarf make, Ring of Regeneration.

Thief characters - Ring of X-Ray Vision, Bag of Holding. Boots of Travelling and Leaping.

Henchmen - 500 gp each.

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Labyrinth of Evermore - Introduction

Access to the castle must be gained by passing through the labyrinth. This the Giant and goblins can do since they know the way. The player character's will of course have to discover the right path themselves. The dungeon is built in reverse, up rather than down. When the players reach the cloud gate they must first open it, (1-2d6). Behind the gate is a stairway leading upward. The stairway spirals upward for 90 feet until finally the players come upon the barred gate which secures the stair. This gate is a portcullis that descends out of the ceiling opening the doors require turning a crank mechanism on the other side or forcing the gate. Turning the noisy crank of may attract wandering monsters (1-2d6). This gate mechanism is standard within the Dungeon, many are jammed and not all work quietly. If the players oil the cranks the chance of a wandering monster drops to (1d6).

The dungeon walls appear to have been carved out of the same stone as the mountainside, mostly granite and such. It is all rough goblin work. The walls are gray in appearance and the floor is stained. Dusty and ragged cobwebs hang randomly from the ceiling, every 20 to 30 feet, and in the corners. The floor is remarkably clean if stained. No clue can be gathered from tracks there of the path through the labyrinth to the castle donjon. Clawed marks, goblin footprints, and the trails of crawling insects can all be noted there. Wooden doors, where they are found, are of a stout oak. Inside they are barred using a sliding bar of the same wood that slides into the stone portal.

In some areas giant rats have chewed holes for themselves. These are 3 foot round and can be crawled through. However, inside the rat tunnels and rat dens only daggers can be used to fight with.

The Golden Balls

1. One of the magical golden balls belonging to the Giant, is hidden in room (39) level 1 of the labyrinth.
 2. One of the magical golden balls belonging to the Giant, is hidden in room (C23.) Caves of Fear, Vault of the Goblins
 3. One of the magical golden balls belonging to the Giant, is hidden in the secret tomb (N28.), Necropolis level.
- 3a. Alternately, want to have some fun with the characters? Put the last golden ball in the belly of a Carrion Crawler that is wandering the levels. The only way the characters will find it is by a wandering monster encounter. Of course the Carrion Crawler will promptly run away when encountered forcing the characters to pursue it.

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Wandering Monsters

Wandering monsters play an important role in any dungeon. What follows is the customized list for the first level of the dungeon.

Evermore Labyrinth (level 1) Custom Wandering Monster Table, Roll d20. Modify for number of player characters 1-3 characters - normal amount, 4-6 characters - double amount.

- | | |
|-------|---|
| 1-3 | Eye Drone of the Great Know-It-All (refer to C46) |
| 4 | A sudden gust of wind blows out the torches. |
| 5-6 | Undead roll d6 |
| 1-3 | Skeletons (3d4) |
| 4 | Ghouls (1d6) |
| 5-6 | Zombies (2d4) |
| 7 | Ancient Grumbler the Goblin Theurgist see room (6, and 7) |
| 8 | Knockers - the sound of tapping leads in the direction of treasure but the knocking only lasts for (1d4) turns. |
| 9-10 | Giant Ants (1d6+3) one is always a warrior ant. |
| 11 | Giant Bang Beetle (1d4+1) |
| 12 | Giant Spider (1) |
| 13-14 | Carrion Crawler (1) |
| 15 | Gelatinous cube (1) |
| 16 | Stirges (2d8) |
| 17 | Gas Cloud (60 x 60 duration 3 mr) roll d6 |
| 1-3 | poison (1d6 damage per mr of exposure) |
| 4 | sleep (1d6 turns) |
| 5-6 | paralyzing (1d6 turns) |
| 18 | Goblin Patrol (10 goblins plus 1 sergeant) |
| 19-20 | Head of Ill Portent (1) |

Wandering Monsters and Other Critters Specific to Evermore

A few new encounters have been created specially for the labyrinth. I've created a few new monsters of course, not all of which are listed here but you'll find them as you go along.

Bang Beetle - This large red beetle explodes when it is struck by weapons causing (1d6) damage. AC 8 1/2 hp. If left alone the beetles will ignore the player characters.

Evil Presence - See room (34).

Head of Ill Portent - The evil eyeless head of a corpse floats above the dungeon floor bringing bad luck to all characters within 100 foot radius. It will never close within 50' of the party. The Head of Ill Portent, ac 8, 1 hd, is attracted to the party and tags along deceptively behind them bringing bad luck, -1 to the die roll of all saving throws and attacks. It can be repelled as a ghoul on the undead table. Its presence is detected on a (1d6) if the party is watching carefully.

Knockers - This is intended to be a similar to the traditional mine spirit that knocks where treasure is located. A knocking sound, like a hammer tapping, can be heard which leads in the direction of treasure. Unfortunately the knocking only lasts a short time.

The Great Know-It-All - From its lair this 3 hd monster broods over its treasure and watches the dungeon. The monster resembles a great slug with three stalks mounted one at each end and one in the middle ac 7. The monster can only move slowly, 1 inch, but it is accompanied by flying drones ac 4, 1 hp, which it grows

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and generates at the end of its stalks. At the end of each stalk is a drone, these are each different, one is an eye, one a mouth, and the third the zap drone. These drones detach and fly on their own and can be sent wherever the monster wishes at 18 inches per move. Never more than 2 drones are released to fly at a time. The monster then grows new drones in 10 turns. The monster consumes gold and silver, and at any time gold and silver pieces can be found in its lair, treasure type E. Its strategy is to observe player characters with its eye drone, and then send a mouth drone to tell them where treasure is hidden. After gaining the confidence of the party, the monster will then weaken the party by leading it into monsters before bringing the characters to its lair where it will attack them. The zap drone attacks as a 3rd monster releasing a lightning bolt and which causes (1d6) damage when it strikes.

The Labyrinth - Level 1

1. The western oak door is stuck (1-2D6 to open). North and south are iron gates. The northern gate has been spiked open. The southern gate bars have been bent open. This gate cannot be lifted. Players can squeeze through the bars if they wish to.
2. Hidden in the corner is a teleport to spiral (5). A detect magic will reveal "something" in the corner. The northern gate has been bent open. This gate cannot be lifted. Players can squeeze through the bars if they wish to. Bars to the east prevent access to the oaken door. This is a false door.
3. Smashed statues, turning the head of the remaining statue opens the secret door in the south wall. This reveals a seemingly small and empty alcove. The secret door closes automatically in 1 turn. A careful search will reveal that there is a small hole in the upper part of the south wall. The second secret door is opened by shining a torch in a this hole which is above the door.
4. Rubble to the right of this door has fallen from the ceiling. If players investigate the rubble more of the ceiling will cave in. The roof is unstable (1-2D6) roof falls in causing 1D6 damage Hidden in the corner is a teleport to spiral (5). A detect magic will reveal "something" in the corner.
5. Players are teleported to the center of the spiral from portals at rooms 2,4,10,13. When players reach the end of the spiral they are automatically teleported to the center of the spiral again. The only way out is through the secret passage or illusion of a wall.
6. The portcullis is down. Through the portcullis the players can see an old torn sign hanging upon the door which says do not disturb. Once inside the room the players will see that there is a broken statue in the corner. There is also a strange "cooking odor in addition to a dreadful stink" A giant rat trap has been set by the hole in the west wall and is baited with a human corpse. (1-2d6) to set it off (1d6 damage). The giant rat hole is 3 foot round and looks chewed at the edges. Players cannot enter the hole without doing something about the trap.

Special DM Note - If Ancient Grumbler the Theurgist hears anyone in this room (1d6), particularly if the rat trap snaps (1-2d6) he will open the door a crack and peer into the room. Ancient Grumbler will attack any intruders he believes himself strong enough to defeat. Or, he will slam and lock the door and retreat to his secret room (7 secret apartment) if he is afraid.

Theurgist Ancient Grumbler: S11, I16, W13, D13, C13, Ch13 HP 10, armed with 4 daggers which he likes to throw. Ancient Grumblers spells: Sleep, light, hold portal, charm person, invisibility, locate object.

Biography - Ancient Grumbler is an old but spry low level goblin magicuser allowed to live in the labyrinth by the Giant. As such he is a guardian of the first level. He sometimes wanders the halls but more often than not is found at home in room 7. Here he putters away at his experiments, which are not entirely successful. Nonetheless Ancient Grumbler is convinced he is becoming a great "wizard" despite his incompetence. At

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his present level he does serve the giant's purpose which is why he is allowed to remain in the Labyrinth. Ancient Grumbler is susceptible to flattery, and loves to hear a kind word. However, he will not turn against the Giant whom he believes is his ally. Ancient Grumbler believes that there are great secrets to be found in the labyrinth, caves, and tombs, which would make him a great wizard if he could only find them. However, he is too afraid of the Dark Underlands to venture far out of the labyrinth.

If caught by the party Ancient Grumbler will bargain with the characters for the location of one of the golden balls (room 39 level 1). Ancient Grumbler does know how to get there but he will tell the characters that the way is perilous. If forced into telling or showing the players how to get there Ancient Grumbler will try to give the character's misinformation or escape at the first opportunity. It may not occur to the player character's to ask the way to the Giant's Castle. Ancient Grumbler would rather die than risk retribution by betraying the secret entrance to the Giant's castle.

Characters caught by Ancient Grumbler are robbed and held prisoner in room 33 to await the Giant's displeasure. Ancient Grumbler is always delighted when a fellow magic user is captured so that he can talk shop. Magic User characters are interrogated and their spell books looked through for things Ancient Grumbler does not know. He will learn new spells if he finds them. Unlucky MU captives are chained and held temporarily in the laboratory (room 7) where they are forced to test the potions Ancient Grumbler is working on. Eventually Goblin guards will arrive to chain and escort the character's to the Giant's Donjon where they will be thrown into a cell. The character's will be questioned, first by the goblins, and later by the giant.

7. The Wizard's laboratory. This room is very cluttered. Two brass doors in the southern wall seal the entrance to the Necropolis Level (level-2). The doors are locked with a key which Ancient Grumbler keeps in one of his pockets. Without the key the characters can use a knock spell to open the doors, or perhaps the party's thief can open the lock. Ancient Grumbler keeps the door of the Necropolis level shut and pretends not to hear the scrabbling at the door, or the way the doors sometimes groan with the weight of pressure being applied from the other side. Under no circumstances will he venture into the Necropolis.

The northern door can be easily locked from within by a push bar. The goblin theurgist magicuser, Ancient Grumbler lives and works here. Magic books with all of the spells known by Ancient Grumbler are on a shelf in the laboratory. A pedestal in the laboratory has a small crystal globe on it, which can be used to view the halls of the labyrinth but not inside rooms. Ancient Grumbler uses this to watch the labyrinth for intruders. If the globe is removed from the pedestal it will crack and no longer function. Many combined beakers bubble and pop through brass tubing finally dripping a strange elixir into a flask - hence the "cooking smell." There is enough for three characters to consume a portion each. The potion is incomplete and causes random effects if consumed. Roll (1d6)

- 1 Character becomes invisible until the player attacks or is attacked.
- 2 Character grows large goblin like ears and can hear noise (1-2d6).
- 3 Character grows a big goblin like nose, charisma drops by 2, smell is improved character is only surprised on a (1d6).
- 4 Character grows big feet lower dexterity by 2.
- 5 Character is invulnerable to damage until attacked by a monster.
- 6 Character is healed 2d6 points.

Chains and manacles enough to bind three characters hand and foot to the western wall are used to hold any prisoners unlucky enough to have been selected to taste Ancient Grumbler's potions, and the key to these is on the table in the living area.

The living area is separated from the lab by a heavy curtain. It has a bed and table, cupboard with food, and chairs. The living area conceals a secret hidey-hole that Ancient Grumbler will use to dodge enemies if they

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invade room 7. The door is activated by pushing in a stone in the left wall beside the door. Inside the secret room is 931 gold, 10 gems -600 gp total, and 133 sp in a chest.

8. 10 old wooden chests of various sizes containing moth eaten goblin clothes.
9. An iron gate bars passage to the south. Stones have fallen in from the ceiling. This area is unstable and more rock will fall if this area is entered. (1d6) damage. The western portcullis mechanism is squeaky and attracts wandering monsters (12-d6) unless oiled. If the players oil the cranks the chance of a wandering monster drops to (1d6). The northern way is barred by a second gate.
10. Hidden in the corner is a teleport to spiral (5). A detect magic will reveal "something" in the corner. The western and northern openings are barred shut. Behind them can be seen oaken doors.
11. These statues of goblin warriors all have two jeweled eyes worth 10 gp each. Turning the heads of the two end statues will open the secret door to room 15. Turning the head of the middle statue opens the secret door to room 12.
12. When the door is opened three hungry giant beetles rush out and attack. Ac2, 2 hd. In this room the western statue sounds hollow if tapped. Inside is concealed 400 sp and 50 gp.
13. Hidden in the corner is a teleport to spiral (5). A detect magic will reveal "something" in the corner. The way north and east are barred. Behind the bars can be seen an oaken doors. The eastern door is a false door. South an iron gate has been spiked open.
14. The door of this room has not been opened in a long time. There is fresh dung on the floor. Giant Rats use the room now. To the west is a 3 foot hole gnawed into the wall. Rubble from rat excavations is piled in the n/w corner. Light or noise near the hole may attract 6 hungry Giant Rats (1-2d6), Giant Rat ac7 1+1 hd.
15. This room has a push switch on the north wall which will open the trap door in the ceiling to room (40). A magic mouth will then appear and speak saying "All that is visible is not seen." The switch is a stone which is worn from use and is different in appearance than the rest of the wall.
16. The door of this room has not been opened in a long time. There is fresh dung on the floor. Giant Rats use the room now. The northern wall has a rat hole 3 foot rat hole. Rubble from rat excavations is piled nearby. Light or noise near the hole may attract 6 hungry Giant Rats (1-2d6), Giant Rat ac7 1+1 hd.
17. In the northern alcove leans a +1 spear. In the center of the room is a fountain whose water heals (2d6) points if the wound is washed, however the water is (1d6) poison if drunk. To the south is a statue which has been smashed. Scurrying sounds come from the southern alcove. To the west a grinding sound is heard in the passage as if a great stone is being moved.
18. Six corpses lie in a heap in the north west corner of this room. Their putrefying stench fills the air. Rats have been here as their dung is on the floor. The northern wall has a rat hole 3 foot rat hole. Beside the rat hole is a broken statue. If it is moved aside the characters will find a chest in a hole in the floor underneath the statue base containing Magic Chainmail +2, 100 sp, and 40 gp. Detect magic will reveal the location of this hoard. The six corpses are really Zombies which animate shortly after the characters enter the room. The zombies moan horribly in gurgley voices saying "let us go, let us go," over and over again as they attack.
19. A giant stone block moves randomly to block the passageway as characters approach. It only moves once per day. It cannot be prevented from moving. A knock spell will move it away from the character's desired direction of travel.

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1. north
2. east
3. south
4. west

5-6 stays put in the center of the intersection.

If the block moves to the south or north water can be heard running, like a great waterfall pouring into the depths and a misty vapor fills the air. If the party moves westward they are entering the Chasm of Doom.

20. This room has an unpleasant stench which is not detected unless the stone from room (19) is moved aside or the southern oak door opened. 4 ghouls ac 6, 2 hd, lie in wait under flag stones in the floor. They ambush the characters by hurling the flagstones at anyone entering the room (1d6) damage, and then attack normally.

21. Only one of the two oak doors can be open at a time, north or south. If one opens the other shuts automatically. The doors cannot be spiked open. Even a knock spell will only open one door at a time.

22. This room has the fresh smell of rat dung. The floor has many dung piles. To the south 3 foot holes have been gnawed into the walls. Rubble from rat excavations is piled nearby. In one of the heaps of rubble metal faintly shines, it is a +1 magic sword under the rubble. Light or noise near the hole may attract the 16 hungry Giant Rats (1-2d6) from rat the lairs rooms (23, 24), Giant Rat ac7 1+1 hd.

23. Rat lair, the smell of something dead hangs heavily in the air. The ceiling here is only 3 foot high so characters can only crawl as they would in the tunnels. The gnawed body of an unfortunate character lies here. In a pack on the corpses back is a lantern, 2 mallets, 100 feet of rope, a handaxe. The corpse also has a sword and 20 arrows in a quiver. The rats have accumulated some bright trinkets, 200sp, 40 gp, in little piles in the corners. 12 Giant Rats live here, ac7 1+1 hd. There is a secret trap door in the ceiling in the southern chamber. It leads upwards for 50 feet and then comes to a dead end. At the top is a niche with a +1 magic hammer resting on the ledge.

24. Rat lair, very clean. The ceiling here is only 3 foot high so characters can only crawl as they would in the tunnels. 4 Giant Rats live here, ac7 1+1 hd.

25. Three statues of Goblins with two gems each for eyes worth 100 gp each. The northern statue has a trap in front of it, stepping on this will activate a chute which feeds the adjacent floor squares into the 30 foot pit, (3d6) damage. The head of the southern statue turns, this will raise the blocks at room 28 if the blocks are down, if the trap at room 28 has not been activated this lowers the blocks. South, the corridor seemingly ends, but this is an illusory wall.

26. A rusty and noisy portcullis blocks the entrance to this room. Turning the noisy crank of may attract wandering monsters (1-2d6). If the players oil the cranks the chance of a wandering monster drops to (1d6). If the characters do not oil this crank it will jam the portcullis once it is all the way up, the portcullis can not then be lowered. Inside the room the dusty corpses of 10 goblins lean against the walls. They are seated on benches against the west and east walls, five per side. They are really zombies who will come to life and attack if the gate is opened, ac8, 1hd.

27. In this room is an old wooden chest in the north west corner. The chest is locked and when opened is full of cobwebs. If the characters wipe away the cobwebs they will find that the chest contains 20 magic arrows, +1.

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28. Behind the bars is a small box in a niche on the wall. The bars have been bent apart slightly. Just inside the bars, on the floor is a severed hand. If the box is pulled off of the shelf, the players will find that it is attached to a hole in the back of the niche by a chain. This activates the trap, two blocks descend from the ceiling in 5 melee rounds and crush anyone standing in front of the bars. The characters have a decision to make, which side of the blocks do they want to be on. The blocks remain in place unless a secret switch (room 25) is pressed, or a knock spell is cast upon them. Note - If the player characters choose the northern side of the blocks they are trapped on the other side as there is no exit except for a secret way out. There is no switch to open the way on the northern side of the blocks.

29. 6 giant Carpet Centipedes scurry about here searching for food, ac 7, 1/2 hd, poison. They are called this because they alternate in red and black segments. They are wide but thin so they can crawl through cracks under the doors. If a light is brought into the room they will wiggle away under the nearest exit, unless they can smell blood. If any of the player characters are wounded they will attack the wounded character. Their poison is non fatal, characters are paralyzed 1d6 melee rounds after being bitten when they fail their saving throw, paralyzation lasts for 6 melee rounds after that.

30. Water drips down from cracks in the ceiling at a slow rate and runs downhill to the south. This room slopes to the south dropping 20 feet. The floor is very slippery so the characters slide (1-2d6) 20 feet to the south if they are armor clad, (1d6) damage. A small pool of water collects here which is 2 feet deep. The water is not clean to drink. It runs out small cracks in the floor. To the east the portcullis is particularly rusty. Turning the noisy crank of may attract wandering monsters (1-2d6). If the players oil the cranks the chance of a wandering monster drops to (1d6).

31. This crank looks well used and is already oiled. Turning the noisy crank of may attract wandering monsters (1d6). The reason is that this portcullis is well used by the Goblins and the Giant! But of course the player characters might not realize that. The room appears to be a 20 foot by 30 foot room. An evil looking statue of a bat is in the southern corner. It's head will turn but this does nothing. It used to turn off the illusion to the east but the mechanism is broken. If the head is removed the players may see a rod which if turned will cause the illusion to vanish temporarily for three melee rounds. The illusion of a wall hides a short passageway to a switch. The switch is a worn looking stone in the middle of the wall. If the switch is pushed it opens the secret door to the stair which leads to the Giant's Donjon, see room (32) on the map.

32. This secret door is well hidden and cannot be opened except by pushing the switch hidden in room (31). No knock spell will open this door. When the secret door opens it remains that way until it is closed. On opening a foul stench can be smelled. A strange cloudy mist runs down the stair and into the passage filling it knee deep. This stair leads to the Giant's Castle! Player characters who climb the well worn stairs rise upward 100 feet until they see the iron grate of the Donjon mounted at the very top - go to the Donjon Map! The Giant is so secure in his belief that the secret way is hidden the stair is unguarded!

33. The goblin prison room. Here three old skeletons in rotting clothes and rusty armor hang off of the bars of the cage. This is where the Goblin Theurgist Ancient Grumbler puts his prisoners when he catches them. Ancient Grumbler strips his prisoners and leaves them nothing but the clothes they wear. The cage does not seem to have an exit. A detect magic spell will locate the door. The door is opposite the portcullis to the west and can only be opened with a knock spell, otherwise the players will have to bend bars to get out. To the south a pair of stout wooden doors are barred and nailed shut, bend bars to open the door, the nails are squeaky and may attract wandering monsters (1-2d6).

Player characters awaiting the Giant's displeasure may have a long wait, DM's discretion. Eventually 10 goblins led by a sergeant will arrive and bind the characters in chains, chain them together, and then lead them to the Castle Donjon. Characters who resist will be subdued.

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34. A pair of stout wooden doors are barred and nailed shut on the other side, the characters must bend bars to open the door, the nails are squeaky and may attract wandering monsters (1-2d6). When the door (which is nailed shut) is opened to this room a gust of wind blows torches out. A chill is felt in the air and the room has an oppressive feeling, evil is hinted at. Even lanterns do not seem to dispel the dark as a lantern cannot light more than 10 square feet, very strange indeed. To the west groping players will find a rusted old crank which is will not open the portcullis at all, even if it is oiled. This crank is defective, and particularly noisy, it attracts wandering monsters (1-3d6). Behind the portcullis is an oak wooden door which is split in the middle. The character's can peer into the next room through the crack.

In this room hides an Evil Presence ac 5, 3 hd, paralyzation, (1d6) damage, struck only by magical weapons, chill wind blows out torches at will, creates un-natural darkness in its lair. If the characters stay in the light the Evil Presence will not attack, the characters may not discover that there is a monster in this room at all until a detect magic evil spell is cast. If one of the characters steps out of the light he or she will feel cold hands grasp their throat and then immediately begin choking. The character must make a saving throw v.s. paralyzation and suffer (1d6) damage. Paralyzed characters cannot defend themselves and continue to choke losing (1d6) hit points per melee round. If light is brought to a choking character an indistinct and shadowy form will be seen throttling the character which can only be attacked only with magic weapons. This creature cannot tolerate light at all and is harmed by it (1d6) damage points per melee round. The Evil Presence will retreat to the darkness on the following melee round and seek to avoid the light. This monster will not willingly leave this room in which it has cast it's protective shadow. A light spell will cause the monster to retreat, and if the entire room is filled with light, eventually it would destroy the creature, at which time the un-natural darkness, wind, and chill created by the Evil Presence in its lair will disappear. However if forced from it's lair the Evil Presence will retreat to the nearest darkness, it is capable of moving through the smallest crack and is not impeded by doors or the bars of portcullis. It can blow out any torch at will but cannot extinguish lanterns or magic light.

35. This room has a dusty floor, no one has been here for a long time as it is undisturbed except for the tracks of insects. In the south west corner of this room is an old wooden chest. The lid is not locked and the chest is full of rocks worth nothing. To the east is a wooden door.

36. This room has cobwebs in the corners and the floor is dusty. Little insect tracks run through the dust. There is a cobweb covered hole in the eastern wall about the size of a fist. If a character inserts their hand into this hole it will heal (2d6) points of damage. If anything else is inserted into the hole it is destroyed beyond use. To the west is a door which is open.

37. This room has a dusty floor and thick dusty cobwebs hang from the ceiling. To the south east is a wooden door which is shut. To the north west is an open door.

38. A gritty sand covers this floor. It is unmarked by tracks of any kind. To the south is a rusty portcullis which is completely jammed, even the crank is unmovable. If the players want to pass by they will have to bend the bars. To the north a short passage is barred shut. The characters will have to bend the bars to get through. At the end of the corridor behind the bars is a switch, a worn stone in the middle of the wall. When the stone it activates the trap door which opens a 60 foot pit under the feet of the characters.

39. Entry to this room is prevented by a rusty portcullis which is completely jammed, even the crank is unmovable. If the players want to pass by they will have to bend the bars. The room is divided in half by iron bars which again the players will have to bend to pass through. At the southern most wall is a large statue of a bat which holds a golden ball above its head in both claws. If the character's try to remove the ball the statue will scream loudly once, attracting wandering monsters (1-4d6). This is a trap, the golden ball in the statue's claws is a fake worth only 50 gp. Note - The players may be fooled into thinking that this is one of the golden balls if they do not perform a detect magic. A detect magic spell will reveal that the ball is not magical and that there is still "something" in the room. One of the magical golden balls belonging to

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the Giant, is hidden underneath the statue. The statue slides only to the west, to reveal the concealed chamber underneath. In the chamber is a small wooden box, lined with red felt, and within is a fist sized magic golden ball, worth 1000 gp.

40. This is the room above room (15). This room appears to be only 30 by 40 feet. However, this is an illusion as the room is much larger. Behind the illusory walls are three chests. The first chest contains 200 silver pieces, the second has 10 gold pieces in it and a +1 dagger, the third chest contains a +2 mace.

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The Chasm of Fear - Entry to the Caves of Fear

Beyond the shifting block of intersection (19) on the first map is a short corridor, A mere 10 foot ledge in reality. When the block moves to the south or north water can be heard and seen running, in a great waterfall that pours into the depths. A misty vapor fills the air. If players move close to the slippery edge they will see a rough hewn and broken 20 foot cave opening that the floor has dropped right out of. Above the ledge at the top of the cave fresh cold water cascades downward from south to north, striking the northern rock face and plummeting into what is clearly a bottomless chasm. The rock walls of this cave and shaft are water worn, smooth and slippery in appearance. If a lantern is brought and aimed under the waterfall into this chasm the characters, on peering down, will see a rough portal has been hewn into the wall of the shaft. This opening is on the opposite side of the chasm from the ledge where the characters are standing yet approximately 30 feet below the level of the floor. The remnant of an iron ladder rises from beside the portal upward 20 feet and then suddenly ends where the rock has broken away, 10 feet short of the top. After a suitable moment, once the players have digested this description, a magic mouth will appear on the northern wall of the ledge, it speaks saying "Behold the Chasm of Doom, all who enter the Caves of Fear shall perish. Go back before it is too late!"

Since the player characters will want to cross this divide they may do so by grappling the ladder with a rope and hook. The ladder will support the weight of 1 person normally encumbered wearing AC 5, any more than that and the rung the hook is attached to will pull out. Once on the ladder the characters can step over to the portal easily. Any character that falls or gets caught in the waterfall goes to their doom as the pit is bottomless. The strength of the water is such that it would take three characters to rescue someone caught in the stream at the end of a rope.

Caves of Fear - Introduction

The Caves of Fear - Level 2 are a different environment from that of the first level. Damp and wet, strange plants and animals live here in the darkness of the caves and in the pools of water. Once Goblins lived in these caves but for reasons best kept to themselves they dare live here no longer, and the caves are abandoned. No Goblin would willingly set foot in the caves ever again. On the map there are pools of water and cave areas, the caves are numbered C1, and the pools P1. Pools of cold dank water cover the floors, The floor is inches deep in water in many places. Wherever there are pools a harmless lichen grows on the roof and walls. It is luminescent and no lamp is needed here. Large gray moths flutter toward any bright light and are a constant nuisance reducing lamp and torch illumination to a mere 10 feet. A dwarf will notice that the floor slopes down gently toward the west and clever characters may notice that water trickles in this direction. The entire level descends crookedly at a gentle incline 20 feet to the north west. Pools are pre-fixed by P, caves by C.

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Wandering Monsters

Wandering monsters play an important role in any dungeon. What follows is the customized list for the Caves of Fear.

Evermore Caves of Fear (level 2) Custom Wandering Monster Table, Roll d20. Modify for number of player characters 1-3 characters - normal amount, 4-6 characters - double amount.

- | | |
|-------|--|
| 1-3 | Eye Drone of the Great Know-It-All (refer to C46) |
| 4 | A sudden gust of wind blows out the torches. |
| 5-6 | Undead roll d6 |
| 1-3 | Skeletons (4d4) |
| 4 | Ghouls (2d4) |
| 5-6 | Zombies (3d4) |
| 7 | Gallows Birds (1(d6) |
| 8 | Knockers - the sound of tapping leads in the direction of treasure but the knocking only lasts for (1d4) turns. |
| 9-10 | Mumbling, like the chant of a spell, is heard then torches and lanterns go out. |
| 11 | Carnivorous Beetles 3(d4) |
| 12 | Giant Spiders (2) |
| 13-14 | Carion Crawlers (2) |
| 15 | Gelatinous cube (1) |
| 16 | Stirges (3d8) |
| 17 | Gas Cloud (60 x 60 duration 6 mr) roll d6 |
| 1-3 | poison (1d6 damage per mr of exposure) |
| 4 | sleep (2d4 turns) |
| 5-6 | paralyzing (2d4 turns) |
| 18 | Bad Mojo, no spell can be cast for 1(d6) turns. Any spell cast in that time simply does not work but the ability to cast a spell is not used up so the Magic-user or Cleric can try again later. |
| 19-20 | Head of Ill Portent (1) |

Wandering monsters specific to the Caves of Fear

Gallows Birds ac 7, 18", 1/2 hd. Gallows birds are members of the dungeon clean-up crew., they feast on carrion. The birds are naturally attracted to the noise of battle to feast on the scraps left afterward. After a battle they may be seen pulling bits off the corpses and noisily squabbling amongst themselves. The rocky floor of the cave where they roost is covered in the excrement of these birds. It is a thick, slimy and corrosive substance that slowly dissolves organic matter but does not affect metal or wood, causing 1-6 dam (d6) to exposed skin. The birds attack anything that comes close to their roost. They fly as a flock and pelt the unfortunate object of their interest with corrosive droppings at least once or twice before returning to their roost. The birds dislike light of any kind and will stay away from anyone carrying torches or other lights. Once done delivering their dung, the birds will return to the roost and remain there cackling and increasing the chance of wandering monsters, 1-3 (d6). Casting a light spell will cause the birds to flee.

If encountered as wandering monsters, the birds will follow the character party noisily squawking increasing the chance of wandering monsters, 1-3 (d6), until driven off.

Carnivorous Beetles - ac 8, 1/2 hd, , move 12", bite 1 hit point. They attack as if they were a 3 hd monster. These nasty little critters are approximately one foot long and resemble a cockroach. They typically swarm a single victim, tearing flesh away with their pincers. After they've bitten once they run away.

Caves of Fear (Level 2)

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Pools

P1. This pool is 10 feet deep. There is a strong upwelling of cold water from underground. The water spills northward covering passage way (C3) in six inches of water so that the floor of the passage is not immediately visible. A flat bottomed boat, leaky, is moored to a rock on the shore. There are no oars, poles, or oarlocks. Above the pool a harmless lichen grows on the roof and walls. It is luminescent and no lamp is needed here. Large gray moths flutter toward any bright light and are a nuisance reducing lamp and torch illumination to 20. The moths are the favorite food of the fish in the pool. The pool is inhabited by large pale white 4 foot Carp who are attracted to light. They will swim toward any light and aren't dangerous, however they are the favorite food of the carnivorous lampfish in pools (P2, P5). If the characters try to use the boat they will find that someone will have to bail continuously with a helmet to keep it afloat. It can only hold three persons. It will not float in less than 8 inches of water which means it will run aground in passageway (C3). If let loose it will drift to the passage (C3) and run aground.

P2. The ceiling of this large cave is 20 feet high and the ceiling is held up by three large pillars. The dark pool is 20 feet deep and occasionally lit by eerie flashes of light. The cave is very dimly lit by the lichen and the gray moths flutter toward any light quickly reducing lamp or torchlight to 10 feet. Strange black reeds grow at the shores and around the edges of the pool. In the distance an island is barely visible. The current pulls the boat to the west.

The black reeds are poisonous to touch, saving throw vs poison, (1d6) damage. The white carp are immune and swim freely. Carp are bottom feeders but will be attracted to lantern light held at the surface. The reeds are also the home of some very nasty giant leeches, ac 8, 1 hd. These will attack any character investigating the reeds, once attached (right after the first attack) they drain (1d6) hit points per melee round without having to roll for an attack.

With regard to the eerie flashing underwater lights, if this is investigated the characters will be attacked by a giant carnivorous Lamp Fish, ac 2, 5 hd. The flashing light is its lure, which is how it captures the carp.

First the Lamp Fish bites and if it is successful, its prey is dragged into the water. Prey is swallowed whole on the next round. Since the fish is larger than man sized characters can be swallowed. There is a 50% chance of drowning per round while swallowed by the fish. Once the fish has swallowed prey it swims back into the deep. A character swallowed by the Lamp Fish may fight back while still alive using a dagger or similar small weapon. A successful attack vs ac 7 on the insides of the fish will result in the fish spitting out the character and swimming away. Normal drowning rules then apply to the swimming character.

P3. The ceiling of this large cave is 8 feet high. The dark pool is 20 feet The cave is very dimly lit by the lichen and the gray moths flutter toward any light quickly reducing lamp or torchlight to 10 feet. Strange black reeds grow at the shores and around the edges of the pool. The a strong upwelling current pulls the boat to the west. Just off of the south east landing (C12) a sunken boat lies in the water. The glimmer in the water (P3) if anyone looks. The boat cannot be used if it is raised.

The black reeds are poisonous to touch, saving throw vs poison, (1d6) damage. The reeds are also the home of some very nasty giant leeches, ac 8, 1 hd. These will attack any character investigating the reeds, once attached (right after the first attack) they drain (1d6) hit points per melee round without having to roll for an attack.

As the passageway is traveled southward the ceiling rises to 20 feet high around the 40 foot deep pool to the south west a loud gurgling sound can be heard as the water drains out of a bottomless sinkhole. Anything moving into the squares occupied by the sinkhole is pulled down into the vortex of water and lost forever, characters included. 10 Giant Water Skeeters ac 4, 1/2 hd, live on the surface of the pool snatching any food

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that might pass through to the sinkhole. They attack anyone who enters the water from the west or east. They do not come up onto dry land. They are extremely fast and hard to hit, hence the high armor class.

Water overflows from (P3) and trickles westward into the corridor between (C4) and (C14) making it possible for the Water Skeeters to pursue characters into the corridor.

P4. This stagnant pool stinks and is covered in a thick Green Slime. A dungeon hazard, the slime is not mobile and normally would be killed by fire or cold, but the pool of water makes fire difficult to use. Green Slime rots wood, metal, and flesh, 2hd.

P5. Water moves westward steadily under the old bridge and then northward. The bridge is very rickety and can only support the weight of a single character at a time or it will collapse. The bridge is made of rope and wood. Characters crossing the bridge will feel crunching under their feet and when they look down will see bleached white bones wrapped in tattered bits of cobweb.

The ceiling of this large cave is 20 feet high and the ceiling is held up by two large pillars. The dark pool is 20 feet deep and occasionally lit by eerie flashes of light. The cave is very dimly lit by the lichen and the gray moths flutter toward any light quickly reducing lamp or torchlight to 10 feet. Strange black reeds grow at the shores and around the edges of the pool. To the north a cavern lies across the bridge and the sound of what could be described as the flapping and squawking of many birds can be heard.

The black reeds are poisonous to touch, saving throw vs poison, (1d6) damage. The white carp are immune and swim freely. Carp are bottom feeders but will be attracted to lantern light held at the surface. The reeds are also the home of some very nasty giant leeches, ac 8, 1 hd. These will attack any character investigating the reeds, once attached (right after the first attack) they drain (1d6) hit points per melee round without having to roll for an attack.

With regard to the eerie flashing underwater lights, if this is investigated the characters will be attacked by a giant carnivorous Lamp Fish, ac 2, 5 hd. The flashing light is its lure, which is how it captures the carp.

First the Lamp Fish bites and if it is successful, its prey is dragged into the water. Prey is swallowed whole on the next round. Since the fish is larger than man sized characters can be swallowed. There is a 50% chance of drowning per round while swallowed by the fish. Once the fish has swallowed prey it swims back into the deep. A character swallowed by the Lamp Fish may fight back while still alive using a dagger or similar small weapon. A successful attack vs ac 7 on the insides of the fish will result in the fish spitting out the character and swimming away. Normal drowning rules then apply to the swimming character.

A huge Trapdoor Spider ac 5, moves 18", 2+2 hd, surprises on a 1-5 (d6), poison st vs paralyzation, lives above the bridge in a secret hole which it has adapted into a lair for itself. It will seize any prey and retreat into its hole to feast upon it, closing the trap door behind it. If strongly attacked the spider will either drop its prey and retreat into its hole or drop its prey and scurry across the ceiling to the east.

What is worse, the sounds of any combat will attract the roosting Gallows Birds which live in the cavern to the north (C9).

P6. A loud gurgling can be heard from the sinkhole to the south west. This pool is 10 feet deep except for the passageway that runs between C40 and the rising stairs to the east. Here the water is only a foot deep and any boat will run aground. Giant Water Skeeters ac 4, 1/2 hd, live on the surface of the pool snatching any food that might pass through to the sinkhole. They attack anyone who enters the water from the west or east. They do not come up onto dry land but do cross the passageway. They are extremely fast and hard to hit, hence the high armor class. The water drains out of a bottomless sinkhole. Anything moving

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into the squares occupied by the sinkhole is pulled down into the vortex of water and lost forever, characters included.

P7. The ceiling of this cavern rises 30 feet and is held up by a pillar. The pillar has four torch brackets with the torches still in them. This stagnant pool stinks and is covered in a thick Green Slime. A dungeon hazard, the slime is not mobile and normally would be killed by fire or cold, but the pool of water makes fire difficult to use. Green Slime rots wood, metal, and flesh, 2hd. The pool is 10 feet deep and has lots of broken pottery at the bottom. This cavern was once a store room until the floor collapsed.

Caves

C1. The Caves of Fear Portal Entrance, 50 feet of tangled rope lies in loops upon the floor, one end is torn and frayed as if it were worn. The other end is tied to an iron spike which is hammered into the wall. A careful observation will reveal that on the northern side of the door strange runes have been scratched into the wall. These are goblin runes and say "West Lies Goblin Town Underground." The characters may not be able to read them. Beyond the portal two great pillars hold up the ceiling of this room. Northward lies a shining pool of dark water and a faintly luminescent roof and wall, there is something dark upon the shore, its an old boat (see P1).

C2. This was once a guardroom but all the furniture is smashed and mixed with the bones of a Goblin. Under the debris is a small chest protected by a heavy lock, containing 300 sp, 200 gp. Around the broken neck of the Goblin skeleton is an iron key on a chain. It is only part 3 of a three part key that opens the Vault of the Goblins room (C23).

C3. This passageway is covered in water. Half way down the passage, which is only 6 inches deep, water runs over a small chest which contains part 2 of the three part key that opens the Vault of the Goblins room (C23).

C4. Remnants of a bridge, now rotted, hang from the poles in the north west corner. This room stinks from the stagnant odor of the scum covered pool (P4).

C5. Fish bones litter the floor and crunch underfoot. Old nets hang on the walls of the cave and a set of oars lean against the western wall in the alcove.

C6. The remains of a goblin hang from the ceiling of this alcove. The body is wrapped tightly in cobwebs but it has been sucked dry. Nearby a leather sack contains 600 sp, and 200 gp. The real danger is a giant carnivorous Lamp Fish, ac 2, 5 hd, which will approach the ledge and attack if anyone gets out of a boat.

First the Lamp Fish bites and if it is successful, its prey is dragged into the water. Prey is swallowed whole on the next round. Since the fish is larger than man sized characters can be swallowed. There is a 50% chance of drowning per round while swallowed by the fish. Once the fish has swallowed prey it swims back into the deep. A character swallowed by the Lamp Fish may fight back while still alive using a dagger or similar small weapon. A successful attack vs ac 7 on the insides of the fish will result in the fish spitting out the character and swimming away. Normal drowning rules then apply to the swimming character.

C7. The island of the lake has a large pillar that rises to the cavern ceiling above. The island is covered with strange growths, fungi, and odd looking flowers, Poison Petunias 1/2 hd, which emit a gas of paralyzation (st vs paralyzation). If approached the petunias also shoot poisonous darts 1-6 (d6) damage, and st vs paralyzation,. Moths flutter, and small beetles scurry about underfoot unharmed. A copper boat (oxidized green) has been pulled up on the northern shore but it is not easily seen and must be searched for.

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C8. Here is a musty and gloomy cave. If a detect magic spell is cast the eastern and northern alcoves will be found to be magical. The eastern alcove is entirely evil, as it was made for goblin mischief, it randomly switches prime attributes, roll (1d6) twice on the following table.

1. Strength
2. Intelligence
3. Wisdom
4. Constitution
5. Dexterity
6. Charisma

A character may get lucky and have no change, but with each trip into the corner the characters charisma drops one point, and the character becomes more "goblin like." The proportions of the character should change in subtle yet unpleasant ways. Too long arms, bigger noses, flatter head, large ears, bigger feet. This shouldn't happen all at once, but lets say the player went in multiple times until the charisma was reduced to three, the minimum, then for all intents they would look like a Goblin. The effects of the alcove are permanent unless some other magic is used to improve charisma.

The northern alcove teleports the characters to (C44) which is a room not connected to any other on this map.

C9. A large and rocky cavern is the roost of 24 Gallows Birds ac 7, 18", 1/2 hd. Gallows birds are members of the dungeon clean-up crew, they feast on carrion. The birds are naturally attracted to the noise of battle to feast on the scraps left afterward. After a battle they may be seen pulling bits off the corpses and noisily squabbling amongst themselves. The rocky floor of the cave where they roost is covered in the excrement of these birds. It is a thick, slimy and corrosive substance that slowly dissolves organic matter but does not affect metal or wood, causing 1-6 dam (d6) to exposed skin. The birds attack anything that comes close to their roost. They fly as a flock and pelt the unfortunate object of their interest with corrosive droppings at least once or twice before returning to their roost. The birds dislike light of any kind and will stay away from anyone carrying torches or other lights. Once done delivering their dung, the birds will return to the roost and remain there cackling and increasing the chance of wandering monsters, 1-3 (d6). Casting a light spell will cause the birds to flee to the east where they will fly to the island (C7).

If encountered as wandering monsters, the birds will follow the character party noisily squawking increasing the chance of wandering monsters, 1-3 (d6), until driven off.

Gallows Bird dung covers a copper chest among the piles of dung covered rocks, which is so thickly coated the characters may have a hard time recognizing it as such, 1-2 (d6). The chest is secured by an iron lock. The chest contains 3000 sp, 2000 gp, 5 gems (500 gp, 500 gp, 100 gp, 100 gp, 100 gp, a scroll, a potion, and a magic sword.

The +1 sword has an intelligence of 10, reads magic, speaks, read languages - goblin, dwarf, and elvish. Its powers are: notes shifting walls and passages, detects magic, detects sloping passages. Egoism = 1, influence 11. On the sword are ancient elvish runes which read "Underdelver" on one side and on the other "Bear me until my quest is fulfilled." Underdelver belonged to a mighty elven warrior who swore an oath to defeat the Giant. The sword was forged to aid in this quest, which failed, when the sword was lost in the dungeon. The sword will retain it's magic until Gherkin has been defeated, once this has happened it will revert to a normal sword.

The scroll has seven spells:

1. Shield
2. Wall of fire

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3. Hold Portal
4. Confusion
5. Charm Monster
6. PassWall
7. Protection from normal missiles.

The potion has a worm in the bottom. It has a faded label that says "Magic Elixir" in Goblin runes. It is actually poison, unless you eat the worm too, type D, death or 25 hp, 1 mr. For goblin or dwarven characters it is a potion of giant strength. This gives the character full giant prowess plus 2 hd of damage when scoring a hit for 6 turns plus 1d6 turns more. For other character races the potion is a potion of strength.

C10. This was once a guardroom. The eastern alcove contains a bench and several broken, burned, and bent spears of goblin make. To the north can be seen the rickety old bridge. To the west the hallway narrows and it cannot be entered as if some invisible barrier blocks the route. To the south an old gray wooden sign hangs from the ceiling dangling on one side by a chain, the chain which would have held the other side up is broken. The sign has goblin runes on it which say "Goblintown Underground."

With regard to the western passageway, the characters might notice two or three engraved runes on the floor if they are searching the area carefully. These are part of an inscription that cannot be fully read unless the debris on the floor is cleaned away and the complete message deciphered. The goblin runes say:

Goblins everywhere know the rule,
secrets protected from a fool.
Back must go before the front,
to perform the goblin stunt.

The riddle refers to the western hallway which can only be entered by walking backwards.

C11. This is a very tiny dark alcove. On the wall are three hooks on a wooden board which is held to the cave wall by iron spikes. The board has the runes "V a u # # K # y s" engraved on it. The "#" character refers to rotted away letters, the original engraving would have said "Vault Keys." On one hook is a key, part 1 of the three part key that opens the Vault of the Goblins room (C23). On the floor of this room is a dried up corpse of a human warrior in ac 3, with skin like leather. In one bony hand is a sword. In a backpack on the corpse are two torches, flint, and steel.

C12. This is the south eastern landing, two oars lie here on the floor, they are still usable. The oarlocks of a sunken boat glimmer in the water (P3) if anyone looks. The boat cannot be used if it is raised.

C13. As this cave entrance is approached an overpowering stench, like rotting eggs can be smelled. A stinking gas spews from the south west corner of the cavern filling it knee deep in a fog which drifts northward out over the waters of (P3) where it disperses. This gas turns the characters invisible for (1d6) turns. A second and subsequent exposure dissolves metal [magic items must make a st vs Staff of Power].

A careful search of the eastern alcove will result in finding a claw shaped engraving in the eastern wall. This is a secret door, which can only be opened by placing the matching claw of a gallows bird into the engraving in the wall. Even a knock spell will not open this door.

C14. There are two entrances to this cavern, one is through the eastern secret passageway and the other by the cavern entrance. The encounter in this room will vary slightly depending on which entrance is used.

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Water (one foot deep) overflows from (P3) and trickles westward into the corridor between (C4) and (C14) making it possible for the Water Skeeters (P3) to pursue characters into the corridor. Water flows through cracks under the secret door. This door can be discovered if the current is tested as the overflow moves through the cracks. A rock on the right, when pushed in, opens the secret door. This will release the water in the hall, which will then drain into the room.

Unknown to the characters the water is draining into a pit, some 40 feet deep in the cavern. There it gurgles through a crack and away somewhere else but not fast enough to deplete all the water, the bottom of the pit is 5 feet deep in water, under water is scattered some 3000 gp. On a rocky ledge at the water level is a copper chest which is on its side and dented from being thrown into the pit. The characters will have to pry the chest open when they retrieve it, 1-2 (d6). The chest contains, some moth eaten clothes, a potion of healing, a ring, and a +1 hammer, its abilities are - detect gold, detect magic, detect secret doors. The hammer has dwarf runes on the side which say "Goblyn Thrasher", furthermore the hammer has an intelligence of 9 and an empathy/ego of 7. The ring is a magic ring of spell storing which a magic user can use to store three spells in.

The only thing the characters will be able to see when they open the secret door is water draining past the stalks of some strange black plants resembling bamboo. This plant grows from floor to ceiling, a height of 20 feet. It is repulsive in appearance and has whitish leaves and slimy black stalks. This limits vision into the interior to a depth of 10 feet. If cut the dungeon bamboo contains a putrid yellow sap which is poisonous, skin contact causing 1-6 damage (d6).

When the characters approach the cavern entrance one of them steps in a pile of slimy dung which is on the floor in front of the cave. When the characters enter through the cavern entrance they will see the strange black dungeon bamboo with its slimy stalks and whitish leaves completely choking the entrance. This limits vision into the interior to a depth of 10 feet.

This room is the lair of a Carnivorous Ape, ac 5, 5 hd, move 12", only surprised on a 1 (d6), which is unaware of the secret door entrance to its home. However it will notice any light streaming through the dungeon bamboo. If the characters try to push through the dungeon bamboo it will rattle and attract the attention of the hungry ape. The room really cannot be entered without cutting down the bamboo. As the characters penetrate the room they will find the bones of "animals" and "humanoids" scattered amongst the stalks of the plants. The Carnivorous Ape can move quietly through the dungeon bamboo without making it rattle. At a suitable moment the Ape will attack out of the bamboo, hopefully scaring the living daylights out of the characters. It will attempt to seize one of the characters and drag him off into the dungeon bamboo.

C15. Once a granary, this room is filled with clay pots of varying sizes. Many pottery shards cover the floor but some of the pots are still sealed with their stoppers. These contain grain, which is still edible.

C16. A 20 foot copper clad wooden door is padlocked. Goblin runes above the door say "Armory". There is a faint red glow around the cracks in the door. 6 Giant Fire Beetles, ac 4, 1+2 hd, move 12", wandered in under a crack in the door long ago when they were tiny and now cannot get out. Their glands glow in a 10 foot radius.

Stacked in this room in racks are weapons and armor of goblin manufacture. The sizes are all odd to fit the misshapen form of goblins but it will fit human characters. The plate armor will only fit a dwarf.

Chain Mail - 3 sets
Spears - 20
Crossbows - 2
Hand axe - 5

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Plate Armor -1
Helmets - 10
Shields - 20
Short Bows - 10
10 Quivers of 20 Arrows
3 Quivers of 30 Quarrels for crossbows
Darts - 20
Knives - 20

In the eastern alcove is a wooden chest containing some goblin clothes. The chest is bolted to the floor from the inside. If it is lifted sideways on a hidden hinge, a hole will be revealed underneath containing 1000 sp, and 300 gp in two rotting sacks.

Note that any character arrayed in goblin armor and clothing might be taken for a goblin at first, increasing the chance of surprising the Giant, servants, slaves, or Goblin Guards by 1-2 (d6) in an encounter.

C17. Why is there a door? The wall collapsed into the pool long ago. This was once a store room. Smashed clay pots contain dried fish. The ones with stoppers on are still edible.

C18. This was once part of the store room cave. Broken shards of pots litter the floor along with the bones of fish.

C19. **Goblin Town Underground**

This cavern has a 50 foot ceiling which is held up by two giant pillars that rise up from the floor. The floor is worn smooth from the treading feet of generations of Goblins.

The walls glow with luminescent fungi, and indeed the cavern ceiling is covered in the fungi which provides a dim light, and no lamp is needed here. Large gray moths flutter toward any bright light and are a nuisance reducing lamp and torch illumination in dark areas to 20 feet. Small beetles crawl underfoot.

Inside the town are misshapen buildings ten to 15 feet tall, of one or two stories, made of stone, with slate roofs. The houses seem to have no rhyme or reason to their construction. The doors and windows have no symmetry and are of odd mismatched sizes. Fungi grows on the walls and roofs in patches. Window shutters and doors hang open and the town appears looted, or left in a hurry. All sorts of little things litter the streets of the town, bent spoons, broken crockery, shoes, wood dolls, teapots and kettles, etc. Indeed, many of the objects appear to have been charred by flame. Some of the wood used in the houses shows charring, and metal objects melted, as if exposed to great flame and heat.

Small patches of dungeon bamboo grow around the foundations of the houses rising some 15 to 20 feet into the air. It is repulsive in appearance and has whitish leaves and slimy black stalks. If cut the dungeon bamboo contains a putrid yellow sap which is poisonous, skin contact causing 1-6 damage (d6).

The sound of running water can be heard, in the center of the town is a magic fountain the water of which acts as a healing potion. The fountain drains itself of course, there are five copper pieces in the bottom of the fountain. These are bad luck if they are taken out, -1 to saving throws, and this is cumulative. A character could have up to -5 on their saving throws, that would be bad. They can be gotten rid of by tossing them back into a fountain or well, their bad luck goes with them. If the character discards them some other way the bad luck sticks with the character.

The Goblin town is now abandoned who knows why? DMs Note - Long ago the Goblin King Gnasher III summoned an evil flame spirit to serve him in the Goblin Wars. This spirit was imprisoned in the Vault of

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the Goblins (C23) when the King found control of the flame spirit slipping from his grasp. The goblins then abandoned the underground town out of fear that the evil spirit would punish them for enslaving and imprisoning it.

A "W" in the side of a house is a window.

C20. Stinky's house, proclaims a sign above the door in goblin runes. The house is two stories but the top is only five feet high so character's will have to crawl in the attic. Under a squeaky board on the ground floor is 900 sp, 300 gp, 5 gems - 110 gp, 100 gp, 100 gp, 100 gp, 100 gp. The attic contains old clothes and broken furniture.

C21. A shed contains 3 picks and 4 shovels, 2 lanterns and 3 flasks of oil.

C22. This house has a tiny 4 foot door, and a 1 foot square window. The house is miniature inside, in a cookie jar is 500 sp, and 100 gp.

C23. This is the Vault of the Goblins, which takes a special three part key to open. The vault is made of brass and is warm to the touch. Evil can be detected for inside the vault is the imprisoned Evil Flame Spirit ac 2, 6/15", 5 hd. The spirit scores 2 dice of damage against its opponents. It can only be struck by magic weapons. The spirit cannot cross water. This monster can throw a 2 (d6) fireball once every four melee rounds, making two attacks that mr. This is a conjured monster and can be dispelled [dispell magic ratio character mu/10].

When the spirit is released it will speak to the characters in a terrible voice saying:

In the first 50 years of my imprisonment I resolved to punish those who had imprisoned me. Then in the next 50 years I grew very angry and I decided to punish the first to release me in that time. Now you have come after 100 years have passed and I shall have my revenge, but first you shall have a reward for releasing me.

[The Flame Spirit is evil and whatever it rewards the characters with can turn only to evil. Characters of good alignment would be unlikely to knowingly accept anything from an evil being such as this. If the characters decide to accept the rewards the Evil Flame Spirit gives them:

"I shall give you three things to aid you in your quest," says the Flame Spirit. A mighty sword, a ring of invisibility, and a winged magic hat.

The sword is +2, it is made of a strange red metal and covered in the incomprehensible runes of a forgotten language. [The runes say he who bears me shall despair and perish for I am cursed.] The sword has the unfortunate ability to increase the chance of wandering monster encounters by 1. So the chance of a wandering monster encounter is now a die roll of 5-6 (d6) instead of on a die roll of 6 (d6).

The ring appears to be made of a red gold. The ring is a ring of invisibility, which only works when it is put on. Unfortunately it has the effect of permanently reducing a character's constitution by 1 point each time it is used. The character begins to fade and becomes translucent. When a character's constitution is reduced below three points (the minimum) the character dies. The debilitating effects of having a low constitution is in the rule books.

The hat is made of red leather and has bat wings. The winged hat will allow the character to fly at a speed they would normally walk or run. Inside the hat are the goblin runes saying "Three times and no more shall you use me." A character must run at least 10 feet and jump to fly into the air. The hat can only be used three times by any one character. The character cannot carry more than encumbrance allows while flying.

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The hat will not enable a character to fly if a character tries to use it a fourth time. On the fourth attempt the character is struck dead on the spot, st vs death magic.

After giving its "gifts" the Evil Flame Spirit will depart sinking through a crack in the floor, the vault is empty. When this happens the "golden ball" in the vault is considered removed, and one third of the charm that keeps the cloud in place is dispelled. Then the characters will only have two golden balls to find.

Should the characters refuse the Evil Flame Spirit's "generosity" it will grow angry and attack them. The character's may also decide to attack this monster, knowing that it will only cause great harm. That of course depends entirely on the alignment and moral compass of the party. The party may also know that one of the golden balls is hidden in the vault if they have spoken to the Oracle of Mystery (C44.) If the party defeats the monster the three magic items are nowhere to be found but inside the vault is a brass box, which is locked, and sitting inside within the velvet lining is one of the golden balls that anchors the giant's cloud to the mountain.

C24. Trick Shop say the goblin runes engraved in the door. This is a two story house. The window shutters hang open but the door is closed, barred from the inside. The characters can easily enter through one of the windows. The shop is in chaos and disarray from looting, the shelves are empty. Careful searching will find:

Three stink bombs have rolled under the counter. Upstairs 3 goblin bombs sitting on a rafter have been overlooked, 1(d6) damage - 10 foot blast radius, opens doors 1-3 (d6). Upstairs in one corner under an old oil cloth is a big mojo bomb 2 (d6) damage - 20 foot blast radius, opens doors 1-4 (d6).

Goblin stink bombs are lit from a torch, and then thrown. The stink bomb explodes 1 mr later, 1-5 (d6), on a roll of 6 (d6) the bomb wick appears to go out and then the bomb goes off, 1 (d6) mr later. The bomb creates a really bad smell (worse than rotting eggs) which repels 1 (d6) humanoid monsters and characters causing them to flee for 2 (d6) melee rounds, st vs paralyzation. The cloud fills a 30 x 30 foot area, that's 9 ten foot squares and will expand to fill the available space. A corridor 10 feet wide would have a 90 foot long stink cloud with its center as ground zero. DM note, the stink affects the users as well as the intended targets, all in the stink cloud must make a saving throw.

Goblin bombs are placed beside a door, lit from a torch, and then the characters should run away. The bomb explodes 3 mr later, 1-5 (d6), on a roll of 6 (d6) the bomb wick appears to go out and then the bomb goes off, 1 (d6) mr later.

C25. This is a very tall house with a 14 foot door that is only 2 feet wide. "Beanpole's house" say the goblin runes on the sign over the door. The windows are high up, 11 feet off the ground and they are tiny. The door and windows of this house are shut. Any attempt to open the door or windows will cause the house to collapse inward on itself and it becomes a pile of rubble. The collapse will create a huge cloud of choking dust which will cover the characters in a fine grey soot. The noise of the collapse will attract wandering monsters 1-5 (d6). Careful searching will reveal only a bent copper fork.

C26. Clammy's house say the goblin runes in the doorstep. The front wall of this house, the door side, is covered in a fleshy coloured vine. The door is open, and the house is empty save for a chest which is in the middle of a pile of broken furniture in the center of the room.

The chest is closed and it contains some old moth eaten clothing. The vine lashes out at anyone approaching within 10 feet. It is a Violent Vine, ac 6, 3 hd. The vine causes 1 (d6) damage when it strikes, leaving thorns in the wound that will grow into new vines unless the thorns are successfully removed, a st vs poison. This is the plants method of reproduction, three days later any thorns left in wounds will germinate and the plant grows roots and kills the character two days after that, when the plant germinates the character is paralyzed

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and unconscious. A cure disease spell will save the character if it is administered anytime within the five day period.

This one story house has a wooden sign hanging from a pole on the side of the door that says "Potion Shop" in goblin runes. Inside the shop the empty shelves are dusty but a locked cabinet is fixed to the wall. There is no key. This house has become the lair of 4 large lizards ac 8, 1+1 hd. The lizards usually prowl the dark for beetles and other small prey, but they'll attack much larger prey. Hello, here come the characters!

The cabinet contains potions, unfortunately the labels have all fallen off and are in the bottom of the cabinet, no matches can be made, the labels are written in faded goblin runes and say:

1. Giant strength - Gives Strength to the Weak.
2. Diminuation - Shrink Down Tiny
3. Fire Resistance - Remain cool in hot situations, guaranteed or money back.
4. Monkey Shine - To improve complexion and appearance. [Charisma changes to 5. The character is polymorphed to a simian appearance, looking like a chimpanzee, and not entirely human at all. This could be an improvement, if the character has a charisma lower than 5 it is raised.]
5. Big Ears - For the hard of hearing. [The character grows enormous ears three times the normal size, charisma drops to 8. Hearing noise improves to 1-3 (d6)]
6. Contrary Wise - cure all, cures the effects of all potions including Monkey Shine, Big Ears, Diminuation, Giant Strength and Poison. Not to be taken with Fire Resistance says the label. [If taken after fire resistance treat as poison 40 hp.]

The potions are what they say they are, of course they are all mixed up so no one will know exactly what they are without a little magical help to identify them. None of the potions are "evil".

C28. The door and window to this house are boarded up. A tattered paper is nailed to the door, faded goblin runes read:

Proclamation
By the order of King Gnasher the III
This charnel house is declared off limits.

Within the house are heaped the bones of long dead goblins and animals, which if the door is opened will animate into 19 undead monsters. The Forgotten Bones (Skeletons) ac 7, 1/2 hd. If the house is searched under a pile of bones is a chest containing a leather bag and 4000 cp, 2000 sp, 4 gems 100 gp, 100 gp, 100 gp, 100 gp. Leaning in one corner is a +1 spear, three shovels, and 2 picks. The bag contains 10 applications of mischief powder which temporarily gives characters some of the abilities of thieves - opens locks 35% (2d10), move silently 35%, hide in shadows 25%, hear noise 1-3, opens doors 1-3. Also in the chest are duplicates of parts one and three of the three part key that opens the Vault of the Goblins (C23).

C29. The door to this house is on the second floor. The window is on the first floor. The house has very creaky floor boards. The house is empty.

C30. A painted sign hangs above the door, "HobGoblin's Tavern" is written in goblin runes. The door hangs off one hinge as though it were pulled off by some great force. The first floor windows are all open

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but the second story window on the east side is blackened by fire. One pane of glass remains in the window, the other three are broken.

The ground floor contains overturned tables and benches. A large barrel with a spigot contains spoiled beer.

Upstairs in the gloomy attic a chill is felt in the air. Seven beer barrels are stacked here, one of the barrels sounds empty if struck. If a light is brought into this room a Flickering Shadow will appear, ac 7, 2+2 hd, move 9". This monster can only be defeated by turning out the light source that brought it into being or by striking it with a magic weapon. Damage is 1 (d6) hp per attack.

Turning the spigot of the empty barrel opens the front and inside is a sack containing 700 sp, 200 gp. The other six barrels contain spoiled beer. When the last window pane is broken a large chest will appear under the window. The chest contains:

12000 gp,

8 jewelry items - 3000 gp tiara, crown 5000 gp, bracelet 1500 gp, sceptre 6000 gp, box 4000 gp, ring 1000 gp, broach 700 gp, belt 4000 gp.

a potion of longevity

a clerical scroll - protection from magic, cure disease, protection from evil 10 foot radius

a magic user scroll - protection from undead

a magic user wand of secret door and trap detection.

C31. Goblin runes engraved over the door say "Chamber of Misrule." Inside the two story high building is a very high ceiling and many bench seats. At the southern end is a throne made of stone. A musty odor fills the hall. There are dark stains on the floor, blood! This was once the governing chamber of the goblin king.

C32. This strange little house has a boarded up window and door. Runes on the door say Gnasher III King of all Goblinland. Inside a thick coating of dust covers the first floor. What were once embroidered tapestries hang from the wall, now they are moth eaten. A faint scene can be made out of the Goblin King making war:

Scene one - The goblin army goes to war in the mountains led by the Goblin King.

Scene two - The army of men and dwarves having their heads cut off., being speared etc.

Scene three - Shows a fiery flame being summoned by the Goblin King and then destroying his enemies.

Scene four - A half finished tapestry of the goblins returning with the spoils of war, loot, and prisoners. The fiery flame is burning the castles and homes of the defeated. The rest of the tapestry is unfinished.

Overturned furniture lies about the room. A ladder leads to a hole in the attic.

2 carrion crawlers live in the attic and enter through a hole in the roof, ac 3/7, 3+1 hd, move 12", touch paralyzation, can crawl on walls, ceilings and floors with equal ease. The attic has a pile of bones and corpses in all stages of decomposition. If the house is approached the carrion crawlers will come out and attack.

A search of the attic will reveal objects scattered amongst the bones on the floor. 4000 cp, 1000 sp, 600 gp, +1 sword, +2 leather armor, +2 shield, +1 dagger with elven runes on it "Goblinbane" +2 vs orcs, goblins, hob goblins, and kobolds.

On the ground floor there is a secret door behind one of the tapestries which leads to (C40) the secret archives of the goblins.

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C33. This building is a barn and it has a door that slides open. Inside is a stable which has a rather odd looking saddle in it. In the rafters lurks a Giant Beetle, ac 2/4, 4 hd, which was once the steed of the goblins. It now has gone wild and acquired a taste for its former masters and other humanoids. The ac of the beetles head is 2, and its body ac is 4. It can spray a paralyzing fluid from its abdomen at a single target twice per day, st vs paralyzation.

C44. Barrack Block 6 reads the runic inscription above the door. Inside are strange short and long bunk beds of all sizes. A forgotten pack contains, a knife, moldy bread, 10 feet of rope, tinder and flint, and a flask of sour wine.

C35. Outside this house is a splintered sign which can barely be read if re-assembled, it says "Broken Bone" in goblin runes. Inside three floors have been crowded into 15 feet. The ceilings are very low so only daggers or other short weapons can be used here.

Floor 1 - Fire place, cauldron, benches.

Floor 2 - Three Beds of different sizes. 300 gp in one of the mattresses.

Floor 3 - Five beds, 9 huge bedbugs ac 7, 1/2 hd, move 3".

C36. Goblin runes engraved into the door say "Pig Faces House". The house is 30 x 30 feet inside for some strange reason. An oil portrait on the wall makes characters uglier if they look closely at it, reduces charisma by 2 points, st vs magic. The portrait has been painted on a wood plank and framed. The frame is hinged. Behind the portrait is a safe, which is locked by a key. It is booby-trapped as well with a poison spray, pass/fall st, fail - 30 hp, pass - zip, nil, nada. The safe contains three gems - 100 gp, 10 gp, 500 gp. The floor upstairs is completely rotten and collapses causing 1(d6) damage to the falling, and those fallen upon.

C37. This house is under construction, and it is very shaky. Large visible cracks have appeared in the joints between the stones. 1(d6) damage if disturbed as the walls collapse.

C38. The fish shack. Once goblins fished in the underground river. Now their nets hang upon the wall with large hooks and fishing line. All are still usable. The back of the shack has collapsed into the pool (P6).

C39. The boat house. A dry bot with oars is pulled up inside here. Some signs of hasty abandonment. The boat is usable but leaky. At least one character must bail to keep it afloat, with no one bailing it will sink in 10 rounds.

C40. Down the wet staircase behind the secret door in room (C32) to the archives of the goblins. torches are ready to be lit here. The passageway leads under the pool (P6) and the passageway is very damp and cold. Copper doors seal the various rooms, all but the entrance door are locked.

C41. Chamber of the Archive. Inside rotting books collapse if they are touched raising a cloud of dust. Some books remain after the collapse. One, "The Separable Soul" explains the magic jar spell. Another book is the "Chronicle of the Goblins" There are only two entries in this book:

The Magic Jar is a fifth level spell and can be found in Men and Magic. The soul can return to the magic jar whenever the enchanted person wishes it. If the body (or a possessed body) were to be destroyed the spirit can leave and return to the magic jar. When the soul is in the magic jar any creature passing within 12 inches of the jar can be possessed by the spirit. Of course should the magic jar be destroyed the spirit in the magic jar will perish.

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“Gnasher III, Shaman and King of all Goblin Underland brought forth the fire spirit from the deep to vanquish our enemies. War was made upon the mountains, and our foes did flee the evil spirit which burned the land and turned the night bright. We return home victorious with many prisoners and great wealth.”

The second entry reads “The evil one has been imprisoned, the King could not send it back so it must be imprisoned, great was the thing's rage. It is our doom and now we cannot live in the caves for the fear of it. The prison is red hot with the burning of the creature and there is no telling how long it can hold. We flee. What was supposed to protect the goblin undergrounds is now our undoing. The shamans have been told to hide the three keys.”

C42. The north and south door of this room are blasted off their hinges. The outlines of an engraved pentagram are still visible beneath the soot that covers the walls, floors, and ceiling of this room. A dried up and burned goblin corpse lies upon the altar, a dagger in its chest. The corpse is only bone, and scraps of cloth covered by a leathery mummified skin. The corpses wrists and feet are bound.

C43. The shaman's chamber. A table, cauldron, chest and shelf are the only objects in this room. Open eyes are carved into the stone walls of this room.

The chest contains +1 chain armor, a +2 shield. On the table are potions, fire resistance, and undead control. On the shelf were some books that have now fallen into dust and scraps of paper. Amid the heaps of dust are two scrolls, one clerical - raise dead. The second scroll is a 3rd level magicuser scroll with three spells - read languages, light, and wall of ice. On the table is an illegible papyrus which cannot be read and falls to pieces if picked up. Behind the shelf is another scroll that rolled off of the top, 2nd level magicuser spells - invisibility, wizard lock, knock, knock, detect evil, locate object, locate object.

The stone eyes carved into the walls shoot out poison darts from their pupils 3 mr after the room is entered unless the door is closed within 1 mr of entering the room. There is no escape, st vs poison, 2(d6) damage and paralyzation for 2(d6) turns. A lot can happen in that time! The goblins wanted any intruders to become prisoners. However, now no one will come and any victims should pray no wandering monsters appear during that time!

C44. There is no other entry to this room other than the teleportal from (C8). This was once the secret chamber of the Oracle of Mystery, its walls are covered in goblin runes which have mostly been chiseled off and at the southernmost wall is the great hollow stone head of a goblin which has been carved into the wall. In its fanged gaping mouth are ashes and bits of charcoal. The ceiling is 40 feet high and covered in small stalactites which drip constantly into the room. The floor is covered in the bones of animals that wandered into the teleportal, some of these are calcified from the droplets and small stalagmites are beginning to form on the floor, these are brittle and crunch underfoot.

Fragments of the runes are readable, the character must not only be able to read goblin but read magic as well, they inform the following:

West wall

...fed with fire the stone Oracle of Mystery must be...

North Wall

...to seek what has been lost the eyes of stone must burn with fire that they might see...

East Wall

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...given that which is precious...

...those failing to give proper sacrifice are punished...

The runes were once was a spell to invoke the oracle but they were hastily destroyed by the goblins to prevent the oracle from being invoked. Now much of the inscription is lost. The characters may be able to muddle through on their own and invoke the oracle, which is pretty much the idea.

There is no obvious route out of the room so the characters must try to invoke the Oracle of Mystery. The characters must light a fire in the mouth of the oracle so that it's "eyes burn". Once this has been done a green translucent face will appear over that of the stone one. "Those who seek me shall pay my price or suffer great pain. One question may you ask of that which is hidden and no more. What seek you from the Oracle of Mystery?" bellows the horrible green face in a loud voice, its eyes burn with flame. At least one character should respond and ask the Oracle of Mystery a question.

How to handle character questions:

The questions must take the form of something like "Where lies the key to the Vault of the Goblins?" or "Where are the other parts of this key?" The Oracle will then respond:

"In three pieces this key is divided to keep the goblin secret. One key a shaman wears still hung around his bony neck (C2. Part 3 of the key) Another lies under water in a wooden box its brother long has been lost (C3. Part 2 of the key) Yet one more there is still, it hangs upon a hook in a cave (C11. Part 1 of the key). I know of two more, in secret they were copied by thieves and gravediggers, under a pile of bones lies a box within which the forgeries lie (C28, copies of keys 1 and 3)."

After answering the Oracle of Mystery says, "Gold, silver or precious stones you shall now feed me and to one of these places I will send you." The characters must now place at least 1000 gp worth of gold, silver and gems into the stone mouth of the Oracle of Mystery. When they do the Oracle sends them to (C2., C3., C11., or C28.) The gold, silver and gems will disappear. If the characters do not offer 1000 gp the Oracle grows visibly angry and says in a thundering voice, "Death take you all!" and the characters are teleported to a particularly nasty place within the dungeon.

If the question does not take the proper form of the location of an object the Oracle of Mystery will say "Things I do see but not that which you ask of." If the characters do not ask a question in the proper form within 5 mr the Oracle grows visibly angry and says in a thundering voice, "Death take you all!" and the characters are teleported to a particularly nasty place within the dungeon.

Players will always ask the unexpected. So the DM should be prepared to handle any number of possible questions. The characters may well ask about the golden balls.

"Three golden balls the giant has hidden, only I know the secret of the finding, The first golden ball lies in darkness with a great dark bat [room (39) level 1]. In fire the second golden ball is guarded by an Evil Spirit [(C23.) Caves of Fear, Vault of the Goblins], with a great horror does the last golden ball lie in a cold dark tomb [Necropolis level N12 leads to N27, and in the secret tomb N28.)

Alternate Text - want to have some fun with the characters? Put the last golden ball in the belly of a Carrion Crawler that is wandering the levels. The only way the characters will find it is by a wandering monster encounter. Here's the alternate text:

"Three golden balls the giant has hidden, only I know the secret of the finding, The first golden ball lies in darkness with a great dark bat [room (39) level 1]. In fire the second golden ball is guarded by an Evil Spirit

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[(C23.) Caves of Fear, Vault of the Goblins], in the belly of a fearsome beast does the last golden ball lie a crawling horror that knows no up or down [Carrion Crawler - if the Oracle teleports the party to the location of the Carrion Crawler, which could be anywhere in the dungeon, the Carrion Crawler runs away forcing the characters to pursue it - what fun!].

After answering the Oracle of Mystery says, "Gold, silver or precious stones you shall now feed me and to one of these places I will send you." The characters must now place at least 1000 gp worth of gold, silver and gems into the stone mouth of the Oracle of Mystery. When they do the Oracle sends them to (39., C23., or N12.) The gold, silver and gems will disappear. If the characters do not offer 1000 gp the Oracle grows visibly angry and says in a thundering voice, "Death take you all!" and the characters are teleported to a particularly nasty place within the dungeon.

C45. A thin and slippery ledge where only three or four characters may sit, or stand.

C46. Behind the secret door is the lair of the Great Know-It-All. This 3 hd monster broods over its treasure and watches the dungeon. The monster resembles a great slug with three stalks mounted one at each end and one in the middle ac 7. The monster can only move slowly, 1 inch, but it is accompanied by flying drones ac 4, 1 hp, which it grows and generates at the end of its stalks. At the end of each stalk is a drone, these are each different, one is an eye, one a mouth, and the third the zap drone. These drones detach and fly on their own and can be sent wherever the monster wishes at 18 inches per move. Never more than 2 drones are released to fly at a time. The monster then grows new drones in 10 turns. The monster consumes gold and silver, and at any time gold and silver pieces can be found in its lair, treasure type E. Its strategy is to observe player characters with it's eye drone, and then send a mouth drone to tell them where treasure is hidden. After gaining the confidence of the party, the monster will then weaken the party by leading it into monsters before bringing the characters to its lair where it will attack them. The zap drones attack as a 3hd monster releasing a lightning bolt and which causes (1d6) damage when it strikes.

The secret door can easily be pushed open from within the cave, which is how the Great Know-It-All sends out its drones.

Tactics

When the characters encounter an eye drone as a wandering monster 1(d6) turns later a mouth drone will show up and attempt to talk to the characters. The goal of this monster is to feed itself on gold and silver at the expense of the party. It does not know where all the golden balls are, or the location of all the keys to the Vault of the Goblins but this won't prevent it from trying to persuade the characters that it knows and will lead the characters along. Remember the goal of this monster is to have the characters bring its next meal to the lair. This would be the last stop for a weakened party needing a safe place to rest. The monster will use it's influence to persuade the party it's trying to help, when it isn't.

Should the characters stumble into the lair of the monster it will immediately attack them if they are weak or (if the party appear very strong) negotiate information for gold and silver.

Scattered about the cave are the leftovers of the Great Know-It-Alls last meal and some indigestible bits 3000 gp, a potion of flying, a treasure finding potion, potion of levitation, and a clerical scroll - speak with animals. Any gold eaten by the Great Know-It-All turns into lead as it passes through the monsters body. Lead nuggets are scattered all over the floor, guess what they are!

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Necropolis Level - Introduction

Heavy brass double doors in the southern wall of room 7 (level 1) seal the entrance to the Necropolis Level (level-2). The doors are locked with a key which the magic user Ancient Grumbler keeps in one of his pockets. Without the key the characters can use a knock spell to open the doors, or perhaps the party's thief can open the lock.

The Necropolis (City of the Dead) is the direct counterpart to what was once the living Goblin Town Underground in the Caves of Fear. Here the goblins once brought the mummified remains of their dead for burial and brought with them all the things they would need in the afterlife. Since the goblins have left their Underland Kingdom dark and evil things have crept into the Necropolis level.

Ancient Grumbler keeps the door of the Necropolis level shut and pretends not to hear the scrabbling at the door, or the way the doors sometimes groan with the weight of pressure being applied from the other side. Under no circumstances will he venture into the Necropolis.

General Description - The air is musty and foul smelling water trickles down the walls to form stinking pools on the floor. A putrid yellow lichen grows in patches upon the walls and strands of fungi hang from the ceiling. Here and there moldy bandage wrapped mummies lie in the corridors or stand in corners. Some are dismembered and odd bones lie scattered on the floor.

The mummy bandages are covered in burial runes to protect them from whatever it is bothers Goblins in the afterlife. Some are eaten, or dismembered, however some are undisturbed. Beside these are funeral offerings in jars. Typically bits of dried up food, a few coins, 1-6 (d6) cp and 2-5 (1d4+1) sp. Only the major burials have grave goods. If the mummy is unwrapped the characters may find 20% chance of a jewelry item worth 10-100 gp (d10), and an amulet to protect the mummy. If this amulet is removed or the grave is robbed there is a 10% chance the mummy will come to life and attack the characters present at the desecration of the grave. In this respect it is a Vengeful Mummy, ac3 2+1 hd, move 6", all weapon damage and bonuses against them are 1/2. The Vengeful Mummy is not as powerful as the full blown mummy detailed in the Monsters and Treasure rule book but it will pursue the characters who removed the amulet. It will pursue these characters until they are all deceased or the mummy is destroyed. If the amulet is somehow replaced around the creatures neck the mummy will return to its inert state. Treat as a normal mummy for purposes of turning by clerics.

Unless otherwise stated the doors of the tombs are of stone and sealed with lead. The lead seal is roughly four inches round and impressed with the curse of the Goblin Shamans which states "Accursed be those who would disturb the afterlife of the blessed dead." When the seal is broken, the torches should flicker, or the characters should feel "a sudden chill", just for atmosphere. The party then have a +1 to all wandering monster die throws for 1(d6) turns.

The Necropolis has its own special wandering monster table. It is sealed off from the rest of the dungeon and is filled with undead things.

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Necropolis Level Custom Wandering Monster Table, Roll d20. Modify for number of player characters
1-3 characters - normal amount, 4-6 characters - double amount.

1-3	A Haunting - similar to a ghost but not quite so deadly, roll 1 (d6).
1-3	Missiles are hurled at characters (3d4), 1d6 damage
4	choking (1d6) damage to one character
5-6	Apparition (-1 to all saving throws for (2d4 turns)
4	A sudden gust of cold wind blows out the torches. Lanterns dim briefly and then brighten again.
5-7	Undead roll d6
1-3	Skeletons (4d4)
4	Ghouls (2d4)
5-6	Zombies (3d4)
8	Wailing and chains - the sound of wailing and chains rattling leads in the direction of monsters but the noise only lasts for (1d4) turns.
9-10	Rotting Mummies 1(d6)
11	Giant Tomb Beetles (1d4+1)
12	Giant Spider (3)
13-14	Carrion Crawler (1)
15	Gelatinous cube (1)
16	Stirges (3d8)
17	Gas Cloud (60 x 60 duration 3-12 mr) roll 3d4
1-3	poison (1d6 damage per mr of exposure)
4	sleep (1d6 turns)
5-6	paralyzing (1d6 turns)
18	Grave Robbers 1(d6)
19-20	Head of Ill Portent (1)

Apparition - a swirling misty hooded figure is seen by the characters for 1d6 mr, a definite chill of the grave is felt in the air, then the figure disappears. All characters who see the Apparition lose -1 to all their saving throws for (2d4 turns), what bad luck!

Rotting Mummies - A Rotting Mummy, ac 3, 2+1 hd, move 6" is wet and impervious to fire. Weapons only do 1/2 damage against them. This bandaged form wanders the corridors of the dark in search of the living which it promptly throttles. It has less hit dice than a regular mummy and does not cause the same rotting disease. It has no treasure apart from a single magic amulet (10 gp value) around its neck as this is strictly a wandering monster. The magic amulets curse is disguised, it appears to be beneficial and useful at first, it gives +1 to all saving throws temporarily (3 uses). If it is worn thereafter the curse comes into play -1 to all saving throws and it will cause any character killed while wearing it to become a rotting mummy with no possibility of resurrection. . Treat as a normal mummy for purposes of turning by clerics.

Giant Tomb Beetles - These dull gray or flat black beetles, ac 4, 1+2 hd, move 12", are part of the dungeon clean up crew. Unfortunately they aren't fussy about whether their food is alive or dead. When struck weapons stick to the gooeey guts of the beetle and take 1 mr to remove.

Grave Robbers - These nebulous howling spirits, ac 2, 1/2 hd, move 12", appear suddenly and attack the party and attempt to pry possessions from the characters, st vs magic. When a character fails the saving throw one of their items is seized by the spirit which then disappears. Which item is lost is up to the DM. (I use a random die roll to choose between objects). The items are then hidden by the DM in one of the tombs as "grave goods" to be recovered in due course by the characters.

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Necropolis (Level 2-3)

Beyond the double brass door entrance is a portcullis which bars the way. This gate is a portcullis that descends out of the ceiling opening the doors require turning a crank mechanism on the other side or forcing the gate. Turning the noisy crank may attract wandering monsters (1-2d6). This gate mechanism is standard within the Dungeon, many are jammed and not all work quietly. If the players oil the cranks the chance of a wandering monster drops to (1d6). To the south the characters can see a fountain which is pumping water and more gates. Along the walls of the room are the wrapped and mummified remains of goblins, three per wall.

N1. A fountain pumps water which is drinkable. Fungus hangs in dense patches from the 10 foot ceiling in long five to eight foot strands which effectively block the view to the west, south, and east. Along the walls of the room are the wrapped and mummified remains of goblins, three per wall.

The portcullis cranks here are very rusty. The western and southern machines are frozen solid. These gates the characters will have to combine three characters on to lift and then the chance is only 1(d6). The eastern gate is another matter. This gate shows signs of having been opened recently, and the crank has been oiled.

N2. Five to eight foot strands of fungus hang down in the first 20 feet obscuring the interior of the room. A stone door on the north wall is closed with a lead seal, which will have to be broken to open the door. The southern and northern alcoves have mummy coffins in them, which stand in the alcoves. To the west are two doors.

The mummy coffins in the alcoves each contain an intact mummy if the lids are pried open. Pots with dried offerings and pottery candles with old melted candles accompany the coffin.

The doors at the end of the hall are false and are designed to attract the characters into the teleportal which will send the characters to (the labyrinth level 1 room 33.) This is a trap, the reason it re-directs the characters to a cell far away is that it is designed to protect the tomb from robbers and incarcerate them at the same time. The characters arrive in (the labyrinth level 1 room 33) without weapons if they fail a st vs magic. The character's weapons are sent to (C44.) and will take some finding! [This could be very dangerous so the DM should use some discretion. If the party is very inexperienced or hard pressed allow them to keep their weapons.]

N2a. When the door to this room is opened a large stone sarcophagus lies near the northern wall. It has a large crack in the top of the lid and there are pieces on the floor. Several large pots lie broken in the corners of the room and what once was furniture is covered in dust and very frail. Inside the sarcophagus is a wooden mummy coffin which has holes in it. Behind the sarcophagus are 10 large black Tomb Beetles, ac 4, 1+2 hd, move 12", which attack the party. When struck weapons stick to the gooey guts of the beetle and take 1 mr to remove.

The mummy coffin is empty, having been penetrated by the beetles.

N3. Five to eight foot strands of fungus hang down in the first 20 feet obscuring the interior of the hallway. Dark halls lead north and south. The southern exits are particularly foul smelling. Four sarcophagi are set into the floor of the hall. Three of the lids have been pushed off and lie cracked beside the sarcophagi. The farthest tomb has not been opened. Goblin runes on the lids say:

Coffin 1 - Here rests Biter I King of all the Underlands. Woe unto his foes. Slain in the Overlands by the Enemy at the Battle of Dark Dale.

Coffin 2 - Biter II, The Vanquisher, Fire Wielder, Plunderer, Victor of many battles in both the Overlands and Underlands

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Coffin 3 - Gnasher I, son of Biter II, King of all the Underlands, King of Evermore, The rivers ran red with the blood of his enemies.

Coffin 4 - Here lies Gnasher II, King of all the Underlands, Wielder of the Elf Bane, Cursed be those foolish enough to disturb the final rest of the King.

The first three tombs contain coffins which have been opened and the mummy's have been dismembered. Inside the fourth lies a wooden coffin surrounded by small jars containing dried up food and personal items such as a comb, spoon, knife, plate and cup. At the foot of the coffin is a shield, and a sword in a scabbard. If the lid of the coffin is pried up the characters will practically be knocked over by the stink of a Rotting Mummy dressed in chain armor and wearing a gold crown (worth 500 gp). This horrible thing promptly comes to life and attacks the party.

The following items were tribute gifts to the Goblin King Gnasher II from the Trolls and made for the wars against the Overlands. The sword is of Troll make +1, +2 vs elves with the Troll Runes "Elf Slayer" inscribed upon the blade. The sword is inside a Troll Scabbard of Regeneration. When a character is wearing the scabbard, starting on the third round of combat it regenerates three hit points if the character is wounded at a rate of 3 hit points per turn. Unfortunately it is cursed as well. Any character killed while wearing the scabbard will become a Rotting Mummy with no possibility of resurrection. The large Troll Shield is +1 but it needs a minimum 17 Strength to use it.

Rotting Mummy, ac 3, 2+1 hd, move 6" is wet and impervious to fire. Weapons only do 1/2 damage against them. This bandaged form wanders the corridors of the dark in search of the living which it promptly throttles. It has less hit dice than a regular mummy and does not cause the same rotting disease. It has a single magic amulet (10 gp value) around its neck. The magic amulet's curse is disguised, it appears to be beneficial and useful at first, it gives +1 to all saving throws temporarily (3 uses). If it is worn thereafter the curse comes into play -1 to all saving throws and it will cause any character killed while wearing it to become a rotting mummy with no possibility of resurrection. Treat as a normal mummy for purposes of turning by clerics.

N4. This hall entrance is choked with strands of fungus that hang down to the floor. It is impassible unless cut down.. The floor slopes gently down to the south and water trickles in this direction and down the eastern stairway, which is very slippery fall damage 1(d6). A statue of Biter the Goblin King in the western niche has real weapons, a +1 spear, and a +1 sword which can be pried loose. These are captured elven weapons and a golden leaf is engraved just below the hilt of the sword and on the blade of the spear. The North western stone door to room (N6) is shut with a lead seal. This will have to be broken to open the door. The northern door to room (N8) is not sealed shut, the lead seal lies broken upon the floor. The southern door is open a crack.

N5. The body of a dried up Goblin Warrior lies upon the floor in the middle of the room [one of the giant's guards sent into the necropolis for "disciplinary reasons." The corpse bears two large fang marks and is "sucked dry". The floor levels out and the water trickles down the eastern stairway, which is very slippery fall damage 1(d6). A statue of Biter II the Goblin King in the western niche has real weapons, a +1 spear, and a +1 hammer which can be pried loose. These are captured weapons and an elven golden leaf is engraved just below the hilt of the sword and a dwarf rune on the side of the hammer. A sarcophagus bears the goblin runes "Terces" [secret spelled backwards] on its lid. The lid can only be pushed northward and will only move back halfway, it cannot be removed. The sarcophagus is empty. In the bottom of the sarcophagus is hidden a secret trap door (D). The door opens when the lid to sarcophagus is closed. The bottom of the sarcophagus sounds "hollow". Below the trap door (D) is a shaft that descends 60 feet to room (N29) below. The northern door to room (N8) is not sealed shut, the lead seal lies broken upon the floor. The southern door is open a crack.

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N6. Under a hollow stone in the floor is hidden 900 sp which are loose, and 600 sp in a locked wooden chest. If the chest is pulled out it sets off a trap, the door shuts, locks, and spikes descend from the ceiling in 3 mr, where the small "x" are on the map. These will kill any player who stays in the room on the fourth mr. Note that the south niche appears safe, actually it is a 60 foot pit which is opens if stepped on 1-2(d6). If that weren't bad enough the stairs to the west turn into a chute once the chest trap has been activated and will dump the characters that step on the stairs into a 60 foot pit at the foot of the stairs (N7). If the chest trap has not been activated the pit in (N7) opens as usual on a 1-2(d6). The door cannot be opened from the inside by anything other than a knock spell once it has locked. The door can be opened from the outside.

N7. Benches crowded with sitting mummy's line the north and south walls, 30 per wall. Three to four small offering jars (per mummy) contain spoiled food and dust. A wooden lid covers a trap door (B). A shaft with a wooden ladder descends 30 feet into darkness (N26). The ladder can only support the weight of one character at a time, ac 4 normally encumbered. To the west is a secret door which is opened by stepping on a stone to the left of the door.

To the west is a secret door, there is a hand shaped niche in the center of the door. The secret door can only be opened by placing the hand of a goblin upon it, a mummified one will do. When the door is opened dusty stairs descend to the west.

N8. The northern door to this room is not sealed shut, the lead seal lies broken upon the floor. The southern door is open a crack. If the characters peer through the crack they will see wispy white strands stuck to the inside of the door and throughout the room, a spiders web!.

Any light or movement by the door will attract the attention of the crawling horror within. If either door is pulled open the Giant Spider will attack immediately, ac6, 2hd, dam 1-3(d6) poison bite which paralyzes the victim. The paralyzation lasts 1-6(d6) turns. After catching a victim the spider will drag them into the room and tie them to the web to be eaten later. Characters trying to rescue victims of the spider will be confronted by the sticky webs which entangle 1-2(d6) and paralyze, st vs paralyzation. The webs can only be cut down with a magic sword or burned away by fire.

The shriveled corpse of a goblin warrior lies wrapped in webs upon the floor. Two fang marks are in the body. All the fluids have been sucked out of the corpse.

N9. This is the Goblin Warrior's Crypt. The door is open. There is a 30 foot pit trap on the opposite side of the door 1-2(d6) to fall in. A dead carrion crawler lies upon the floor. It is partially wrapped in webs. Several large fang marks are upon the crawler and it appears quite shriveled and dried.

In the north eastern niche are the mummified remains of 12 goblins. Broken shards of offering jars litter the alcove floor. The bodies appear to have been disturbed and all have bits of web and fang marks on them. The fang marks are small and large.

On the western wall partially obscured by cobwebs [Which entangle 1-2(d6) and paralyze, st vs paralyzation. The webs can only be cut down with a magic sword or burned away by fire.] is a fading and chipped mural showing goblins attacking a village. One figure is larger than the others, a warrior goblin.

In the southern alcove are grave goods, a rickety looking chariot, four chairs, three wood beds, a wood three panel screen, and what looks like a big white fuzzy ball tied to the grave goods with sticky spiders web. Sticky webs which entangle 1-2(d6) and paralyze, st vs paralyzation. The webs can only be cut down with a magic sword or burned away by fire. [This once contained eggs but is now empty - the spiders hatched and are in the next room (N10).]

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In the back of the alcove is a secret door which can be opened by sticking a pole into a small round hole in the ceiling above the door. The door can then be pushed open from either side, it spins on its center.

N10. Chamber of the Goblin Warriors. Spear carrying goblins sack a town in the murals on the walls of the chamber. In the center of the floor is a large stone trap door lid (A) which is sealed shut with lead. The floor appears to be crawling...[10 spiders!, ac 8, 1/2 hd, the progeny of the big spider with just as powerful a bite dam 1-3(d6) poison bite which paralyzes the victim. The paralyzation lasts 1-6(d6) turns.]

When the trap door is lifted it reveals a 30 foot shaft descending to a corridor intersection below (A). There is a rickety wooden ladder, it will only support the weight of one character, ac 9, normally encumbered.

N11. To the east at the top of the dusty stairs is a secret door, there is a hand shaped niche in the center of the door. The secret door can only be opened by placing the hand of a goblin upon it, a mummified one will do.

In the western niche are the broken remains of a mummy coffin. The coffin has been looted and the mummy broken into pieces. Overlooked in the corner is one copper piece. [It is a lucky coin which gives +1 to all saving throws.] The nw, ne, sw, se, walls all have torches in brackets on them.

N12. Chamber of the Goblin Princess. Murals depict the wedding of the goblin princess. Captives are impaled on spears at the end of the celebration, horrible! A wooden trap door lid (C) has been pushed aside. A dark shaft descends 60 feet into darkness, there is no ladder (N27).

N13. Chamber of the Troll Prince. Murals depict the wedding of the Troll prince to the Goblin princess. The mural is unfinished, but roughed in is a scene showing Trolls and Goblins fighting together, and the slaying of the prince in a battle with elves.

A wooden trap door lid (H) covers a hole in the floor. A dark shaft descends 30 feet into darkness, there is no ladder (N44).

N14. The halls and floors of this level are covered in a foot of murky dark water. A few sealed jars float here [The jars contain spoiled food.] but the 10 mummy corpses stored here are all water soaked and lie under the water. The trap door (G) here has a stone lid and is sealed with lead. If it is opened water will rush from the level sweeping everything along with it into room (N43) 30 feet below, flooding it completely. There is a risk that any characters directly adjacent to the shaft may be swept along with the debris into the room below 1-2(d6), where they risk drowning. The water will be cleared from this part of the level leaving a slimy slippery muck everywhere on the floor, along with the sodden bodies of decaying mummies, broken offering jars, and unrecognizable bits. The noise of the water flowing out may attract wandering monsters 1-2(d6).

N15. A fountain gurgles merrily, a cheerful sound in this depressing place, it has a two foot rim and is filled with clear clean water. The water heals 1-6(d6) hit points per day, if drunk, or 1-12(d12) points if bathed in. The effects are not cumulative, also drinking cures poison, and bathing cures paralyzation. The floor of this room is covered in a foot of murky water. [It may be drained away see room (N14).]

N16. Five waterlogged mummy's rest in this chamber. All the pots that contained offerings are submerged, their contents spoiled.

N17. A foot of murky water covers the floor of what was once an embalming chamber. Overturned tables lie rotting in the water and this room stinks. Along the western wall large cracked pots once containing salts and embalming powders now lie overturned and cracked. Two containing salts are cracked but still standing.

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There is a wooden trap door (I) in the ceiling spiked to the stone. It will have to be pried open but the boards will groan and squeak, which may attract wandering monsters 1-2(d6). A shaft ascends 90 feet and there is a solid iron ladder spiked to the rock which rises to room (N45). To the west water trickles down the wet staircase. Below the staircase is a wooden door, the bottom half of which has rotted away. To the east two iron doors have rusted shut from the water. They may be pried open 1-2(d6) but will groan and squeal attracting wandering monsters 1-2(d6). To the south a passageway leads into darkness.

Two Janus Gators Ac 5, 1(d6) bite, 2+4 hd, lie under the water with only their eyes showing. The Janus Gator has a head at both ends instead of a tail. Thus it can attack from either end, and cannot be attacked from behind and cannot be surprised.

N18. Chamber of Salt. Two iron doors have rusted shut from the water. They may be pried open 1-2(d6) but will groan and squeal attracting wandering monsters 1-2(d6). Once this 10 foot high chamber held piles of salt but the walls and ceiling are now encrusted with it. The room is covered with a foot of very salty and murky water. An open trap door in the ceiling (J), reveals a shaft leading 30 feet upward, and there is no ladder. This leads to room (N20).

N19. Four sodden mummies stand in the corners of this room. In the ceiling is a trap door (E) which when opened reveals a shaft ascending 60 feet to room (N35).

N20. A trap door in the floor (J) is covered by a wooden lid. This chamber is painted with the mural of nine goblin warriors defending their king, all are slain. To the south a stone door has been shut with a lead seal which must be broken to open the door. If the door is opened the characters will see a long hallway leading south. In the niche to the west are the 9 sets of pierced chain armor and broken spears of goblin make. There is a stone door at the southern end of the corridor which is sealed with lead.

N21. Chamber of the Faithful. The stone door to this chamber is sealed with lead. When the door is opened the characters will see nine Petrified Skeletons, [The faithful warriors, ac 5, 1 hd, dam 1-6(d6)] who have been arrayed in rusting chain mail and are armed with swords, laid out upon the floor. The bodies are on carpets, are surrounded by gold, pots containing offerings, and have shields at their heads. They rise and attack!

1800 gp, loose in piles on the carpets.

N22. There is a single stone sarcophagus in this chamber. The walls were once painted but the paint has all fallen off so that there are indistinct patches of colour and lines remaining. In the sarcophagus is a wooden coffin which when pried open contains a mummy. At its breast the mummy clutches a dagger in its right hand. Inside the wooden coffin sewn into the mummy's wrappings are 200 gp. If the dagger is removed the mummy will animate and attack.

A Rotting Mummy, ac 3, 2+1 hd, move 6" is wet and impervious to fire. Weapons only do 1/2 damage against them. This bandaged form wanders the corridors of the dark in search of the living which it promptly throttles. It has less hit dice than a regular mummy and does not cause the same rotting disease. A single magic amulet (10 gp value) may be found around its neck. The magic amulet's curse is disguised, it appears to be beneficial and useful at first, it gives +1 to all saving throws temporarily (3 uses). If it is worn thereafter the curse comes into play -1 to all saving throws and it will cause any character killed while wearing it to become a rotting mummy with no possibility of resurrection. Treat as a normal mummy for purposes of turning by clerics.

The dagger is of elvish make and has a golden leaf upon the blade. It is +1, +2 vs Goblins, Kobolds and Trolls.

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N23. Chamber of the Renegade. In this chamber is a mural depicting an evil looking dwarf who allied himself to the Goblin King, pledging his loyalty, and betraying his own people. The dwarf army is surrounded in battle and defeated. The Goblin King is shown richly rewarding the dwarf but he came to grief in a later battle and was slain with an arrow by Elves.

The sarcophagus to the west has goblin runes, "Goblin Friend". In the sarcophagus is a small wooden coffin which when pried open contains a dwarf mummy. The mummy clutches a potion in both hands. Inside the wooden coffin sewn into the mummy's wrappings are 300 gp. If the potion is removed the mummy will animate and attack

A Rotting Mummy, ac 3, 2+1 hd, move 6" is wet and impervious to fire. Weapons only do 1/2 damage against them. This bandaged form wanders the corridors of the dark in search of the living which it promptly throttles. It has less hit dice than a regular mummy and does not cause the same rotting disease. A single magic amulet (10 gp value) may be found around its neck. The magic amulet's curse is disguised, it appears to be beneficial and useful at first, it gives +1 to all saving throws temporarily (3 uses). If it is worn thereafter the curse comes into play -1 to all saving throws and it will cause any character killed while wearing it to become a rotting mummy with no possibility of resurrection. Treat as a normal mummy for purposes of turning by clerics.

The potion is a potion of giant strength.

N24. Chamber of the Goblin Captain. A mural in this chamber depicts a goblin captain leading a band of warriors into a mountain pass. They are attacked by men, a horde of berserkers descend on the goblins and slay them all. The goblins later recover their dead and bear them away on biers.

Inside the sarcophagus is a coffin containing a dismembered mummy. The coffin appears to have been opened previously and grave goods are scattered around the inside of the sarcophagus. 90 gold coins scattered, a small leather sack, [a bag of holding], contains 10 gp. [It may take the characters some time to realize what properties the bag actually has.] 100 feet of rope, a hammer of goblin make, 20 stakes, chain armor, a shield, a helmet, a dagger, and a flask of oil.

N25. The walls of this plain chamber have no murals. The single sarcophagus bears the following goblin runes "Feared by all, even in death." If the sarcophagus is opened the monster within will attack.

The sarcophagus contains a full blown Mummy from the Monsters and Treasure rule book, ac3, 5+1 hd, move 6 inches. The mummy can only be struck by magic weapons. All hits and bonuses are at half value against it. The mummy's touch causes a rotting disease that makes healing take 10 times the normal amount of time. The mummy is vulnerable to fire and can be struck and damaged by it.

N26. A ladder ascends a shaft (B) 30 feet. This chamber has been looted as jars and chests in the room lie empty and the sarcophagus open. A mummy lies face down in its open coffin.

N27. A shaft (C) in the ceiling of this room ascends upward 60 feet. to room (N12). When the characters enter the chamber a magic mouth will appear and speak in Goblin saying "This is the chamber of Evil, go back, go back..." Jars are smashed and three chests are open. The lid of the sarcophagus has been pushed off, and the coffin opened. Inside the coffin lies a face down mummy. [Actually this is a carefully contrived scene to fool grave robbers, the real tomb (N28) is behind the secret door to the south which can only be opened by pushing in a stone at its center.]

N28. On opening the door the characters will be immediately struck by the chill of the air in this crypt. Inside are grave goods along the walls. There are five large jars [each containing 1000 cp], three large chests [one contains 2000 sp, the others 2000 gp each] and a small chest [containing a ring of invisibility

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and a scroll of three magic user spells - anti-magic shell, infravision, and hold portal]. On the wall is a shield [+1]. Leather armor [+2] hangs upon a rack. A sword of elven make hangs on the wall [+1, +3 vs trolls, a leaf is engraved on its blade]

There are two options for the following encounter which deals with the hiding of one of the golden balls. One encounter is a Spectre, the other a Rotting Mummy. The Spectre encounter would be very difficult for first level characters to defeat. So this DM has added a second variation, a Rotting Mummy.

The Spectre Encounter

The sarcophagus appears to be closed but the lid is not fully on. In the sarcophagus is a mummy in a wooden coffin, holding one of the golden balls in its mummified hands. However this is not the worst as it is well and truly dead. There is a Spectre sharing the tomb and the body of the mummy which will immediately attack any characters entering the room after they have begun looking at the grave goods or on approaching the sarcophagus.

The corpse will animate, and open its coffin, pushing the lid of the sarcophagus aside as well. This is the Spectre, and any damage sustained by the mummy body may well fool characters using non-magical weapons into thinking they are dealing with the problem. The mummy body can only sustain 1(d6) worth of hits before collapsing, revealing the true nature of the evil shadow that animates it. Only magical weapons can damage the Spectre, apply damage from such weapons to the Spectre, ac 2, 6 hd, move 15/30", drains two life levels when it strikes.

The Rotting Mummy Encounter

The sarcophagus appears to be closed but the lid is not fully on. In the sarcophagus is a Rotting Mummy in a wooden coffin, holding one of the golden balls in its mummified hands. The Rotting Mummy will drop the golden ball and immediately attack any characters entering the room after they have begun looking at the grave goods or on approaching the sarcophagus.

A Rotting Mummy, ac 3, 2+1 hd, move 6" is wet and impervious to fire. Weapons only do 1/2 damage against them. This bandaged form wanders the corridors of the dark in search of the living which it promptly throttles. It has less hit dice than a regular mummy and does not cause the same rotting disease. A single magic amulet (10 gp value) may be found around its neck. The magic amulet's curse is disguised, it appears to be beneficial and useful at first, it gives +1 to all saving throws temporarily (3 uses). If it is worn thereafter the curse comes into play -1 to all saving throws and it will cause any character killed while wearing it to become a rotting mummy with no possibility of resurrection. Treat as a normal mummy for purposes of turning by clerics.

N29. A shaft (D) ascends 60 feet to room (N5), inside the sarcophagus. To the south is a barred gate. To the north a stone door, which is open a crack. In the southeast corner is a large pot. [The jar contains a foul poison gas 2(d6) damage, 600 sp, and 600 gp.]

N30. The empty tomb. This ransacked tomb lies empty, its lid set aside, its coffin open, one shin bone is left and it appears gnawed.

N31. The gate of this room is pulled up and the door open. Inside an empty tomb lies violated. Empty offering jars lie near the northern wall and only tooth marked bone fragments remain inside the open coffin.

N32. The gate is up and the door is open a crack. Bits of bone and other rubbish litter the floor between the gate and the door. Inside the room is a pile of rubbish and the gleaming of gold and silver. Here lie in wait 7 ghouls, ac 6, move 9", 2 hd. Piled among the heap of their things are the gold they have taken from

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the necropolis level. One of them, wearing the crown, screams horribly at the characters, “my tomb, my things, mine!” as they attack.

Among the rubbish 1300 sp, 400 gp, 6 gems - 1000 gp, 100 gp, 100 gp, 100 gp, 50 gp, 100 gp, 500 gp, two jewelry - 600 gp crown, and a 6000 gp sceptre.

N33. A mural on the wall shows a funeral scene, seven warriors being laid to rest.

N34. Seven empty coffins lie broken and scattered throughout the room. Bits of gnawed bone are left here and there. On the west wall is a handle. Turning the handle left opens a niche in the wall containing an iron box [containing 900 sp, 100 gp, and a gem worth 50 gp]. Turning the handle right releases a stinky cloud that fouls the air. At one time this was a deadly poison but now it simply causes the characters to stink attracting wandering monsters 1-2(d6).

N35. Antechamber of the Mirrored Star. A shaft (E) descends into darkness 60 feet to room (N19). In this room are murals which have all been destroyed. Four mummy coffins stand in the corners. All have been opened and robbed.

N36. The Chamber of the Mirrored Star. This was intended to be part of the royal burial chamber of Gnasher III. The walls are covered with mirrors, some of which have cracked.

The secret door is opened by holding a lantern in front of the mirror, a torch will not work. When the door is opened a short chamber inside has a switch at the end which, when pushed in, will unlock the secret door to room (N37).

A single character peering into the mirrors will be imprisoned, unless a st vs magic is made, and a Doppelganger will take the place of the character. The Doppelganger will try to do this on the sly when no one is looking. The Doppelganger, ac 5, 4 hd, surprises on a 1-4, ESP. Sleep and charm spells do not work on a Doppelganger and it is magic resistant making saving throws as if it were a 10th level fighter.

Having taken the character's place the Doppelganger will perform some treachery at a critical moment which may well lead to problems for the party. In the confusion the Doppelganger will attempt to slay one of the characters to sustain its evil existence.

One clue that there is something wrong is that the character will appear in the mirror even when the character is not present! If the mirrors are broken the character will be released. However, this will bring seven turns of bad luck to the character breaking the mirror -1 to all die throws for a period of seven turns. That could be a long time in a melee! Another other way of releasing the character is to slay the evil Doppelganger.

N37. The secret room of Gnasher III. This room would have contained grave goods if it had been used. The secret door to this room cannot be opened except by the switch in room (N36). An invisible chest [which was forgotten and left behind] contains a potion of healing, a potion of poison [death], boots of speed, and an ordinary cloak. When the chest is touched it becomes visible, permanently so.

N38. Chamber of Gnasher. Inside is an empty sarcophagus and unfinished murals are partly painted on the walls. The scene is of Gnasher imprisoning a fiery spirit into a square looking box.

N39. A shaft (F) descends 60 feet to room (N54). This dusty corridor shows strange large tracks like those of a centipede.

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N40. The lead seal to this room lies broken upon the floor. The stone door is closed. Inside the room is a pile of treasure on the floor, gold, gems, weapons and silver. There are piles of silver balls (144, three inches in diameter) scattered throughout the room [The silver balls are the eggs of Carrion Crawlers and this room is the nest of three female Carrion Crawlers, ac 3/7 3+1 hd, move 12", touch causes paralyzation. The head is ac 3, the body ac 7. They will immediately attack anyone entering the room and disturbing their nest. [The eggs are very immature and will not hatch. However, they do contain a paralyzing fluid, st vs paralyzation if broken.]

The treasure, 4000 sp, 3 gems - 100gp 100 gp, 500 gp. Jewelry - tiara - 5000 gp, and the following weapons and armor forged by dwarfs and have their rune upon them, +1 flaming sword, +1 chain armor which has the remarkable capability of fitting anyone who puts it on, +1 shield, +1 spear, and a winged helm.

N41. The seals on the doors of this room have been broken. The sarcophagus lies open. The coffin shows claw marks and signs of being gnawed open. There is no mummy.

N42. The door of this tomb has been opened, it stand ajar. A broken lead seal lies upon the floor. Inside were piled mummy's in coffins but now the floor is littered with broken wood which appears to have been gnawed to pieces. No mummy's are present.

N43. A shaft (G) leads upwards 30 feet to room (N14) above. This room will flood when the trapdoor above is opened. Muck and other debris from above will be carried into the room. Among this will be 3000 gp which can be retrieved by diving. The sarcophagi contain mummies in coffins, which will float if the sarcophagus is opened.

N44. Crypt of the Troll Prince. A dark shaft (H) ascends 30 feet into darkness, there is no ladder (N13). Inside this room is the sarcophagus of the Troll Prince. It once held a wooden coffin but now is empty. Small offering jars remain stacked in the nw corner. These contain 100 sp, 20 gp, and dried up food, which is spoiled.

N45. The shaft (I) in this cross shaped room descends 90 feet to room (N17). The walls are painted with murals depicting the shamans invoking the four elements. They stand in the center of the cross with arms raised and are speaking. Indeed the ends of the corridors are painted with the elements, North - earth, South - air, West - fire, East - water.

At the end of each corridor is a secret door [except the northern passage, which has a false secret door]. To open the doors a cleric character must face the door they wish to open and speak in goblin, earth, air, fire, water, to open the appropriate door. The secret door will open, sliding aside into the wall when this happens, but the door will shut again two mr later. [The northern door will open but it is a dead end].

N46. Chamber of the Drowning God. The walls of this chamber are covered in murals depicting drowned faces and bodies under water. To the north is a secret door which will open only when the western door closes. In this room is a Rust Monster, ac 2, 5 hd, move 18", this monster eats metal by touch, turning ferrous metals to rust, which it then consumes. Weapons striking the monster are affected as if the monster had touched them. There is a 10% chance per +1 that magic weapons are not affected. The monster smells metal up to 9".

N47. Chamber of the Storm Wind. The walls of this chamber are covered with images of terrible storms. A trap door in the ceiling (K) ascends 30 feet to room (N51). The western secret door is opened by blowing in a small hole in the middle of the door.

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N48. Walk of Fire. This hall blazes with flames rising from the floor. Walking through the flames in either direction raises a characters constitution by +1 [one time only] but it causes 2(d6) damage. A second walk just burns the character 2(d6).

N49. Altar of the Drowning God. This room has a brass door which has been sealed with lead. Along the north/south walls of the room are 40 mummies seated upon benches [20 per side], these were shamans that once served the Cult of the Drowning God. To the north is an altar/fountain that bubbles with steam. There is a crack in the top of the altar and steam rises from within it. The ceiling near the altar drips with water that has condensed and the altar and floor are wet. The altar is evil and any character that touches it not of evil alignment suffers 2(d6) damage. The steam also causes 1(d6) damage if the characters come into contact with it. In the southern alcove are jeweled skulls in niches in the walls, 40 in fact, one for each mummified shaman. Each bears a circlet of gems worth 100 gp.

In ages past the Goblin Shamans would invoke the spirits of the dead and converse with them. If the heads are placed individually upon the altar they will speak [in goblin of course], similarly to a magic mouth. Only a few still work:

An amulet is a fair thing until it is foul, a curse upon he that took it reaching into the grave and beyond.

[This refers to the cursed amulets on the mummies]

By augury, the fate of the goblin underlands cannot be undone until the shadow is lifted from the mountain.

[When the players get rid of the Giant and the Evil Flame Spirit the Goblins can come back to live in the Underlands]

If below you would go as Terces then as a dead man you must lie.

[This refers to the tomb in (N5).]

In darkness now the Prince does lie but sleeping not is that which shares his bed.

[This refers to the Spectre in the princes tomb (N28).]

Like a candle that cannot die the flame burns still in the darkness, we fear it and flee until such time as prophecy shall be fulfilled.

[This refers to the Evil Flame Spirit imprisoned by the Goblins in the Vault of the Goblins in the Caves of Fear (C23).]

Not by goblin hands will the shadow be undone. There shall be three signs but none know what they are.

[The three signs are the golden balls.]

Those who would fulfill the prophecy should seek the Oracle of Mystery.

[This is plain enough, the Oracle of Mystery (C44) can help the party find the three golden balls.]

The shadow grows upon the mountain and deeper still the darkness in the underlands.

[A general statement about the evil things that have crept into the dungeon - for atmosphere only.]

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The sword of goblin kings lies beside its master grasped tight with his boney hand.

[This refers to the boney hand of Gnasher III in whose undead hand is a magic sword. The only thing is Gnasher II is not buried here. So this is a bit of a red herring. The party will search endlessly for the sword, nyahaha! Oops, got a bit carried away there - DM.]

There is no fairer thing in all the goblin underlands than the fountain of life.

[This refers to the fountain in (N15).

East of the Altar of the Drowned God lies the great archive of the shamans wherein scrolls of magic may be found.

[This Refers to (N20) which indeed once held many scrolls.]

N50. Scroll Chamber of the Drowning God. This room has a brass door bearing the goblin rune of scrolls and is sealed with a lead seal. Here once were racks of scrolls but now all but a few are smashed and destroyed. This is now the bedroom of a purple worm that tunneled in here from the Eastern Abyss. To the east a tunnel sharply drops off and descends vertically into the abyss. Treat this as a bottomless pit. Anything that falls into it is lost forever.

There are six gems here among the debris, 50 gp, 100 gp, 100 gp, 1000 gp, 500 gp, 1000 gp. A careful search will reveal three scrolls that are still useful, they are all clerical in nature.

Scroll 1 - Cause Light Wounds, Cause Light Wounds, Dark

Scroll 2 - Detect Good, Protection from Good, Remove Curse

Scroll 3 - Cause Light Wounds, Detect Good, Detect Magic, Locate Object

A Purple Worm is more than almost any party can handle. So the worm will be sleeping or is away, DMs choice. It might be entertaining for a thief character to slip in and retrieve the goodies without waking the slumbering monster. Alternately, the monster could be out, and then the party hear it coming, 2(d6) mr later it arrives in the chamber and curls up to sleep, or if characters are in the chamber when it arrives it attacks them.

It really isn't in the interest of the DM to have the monster go plunging through the dungeon map so the monster will be satisfied with chasing the characters out of its bedroom. The characters will undoubtedly slam the door shut. The DM can scare the willies out of the party though, making them believe it might pursue them, shaking walls and causing rocks to tumble down from the ceiling, even to the point of collapsing the corridor.

Purple Worm, ac 6, 15 hd, move 6", poisonous sting on its tail dam 1(d6) when it hits and st vs poison (death) Any hit 4 or more over that needed to strike and it swallows its victim, 6 mr to die.

N51. A wooden trap door covers shaft (K) which descends 30 feet to room (N17). In this room is painted a mural of the goblin afterlife. A princess is waited upon by servants. To the west is a false door made of brass. It has a lead seal on it. To the East is a brass door with a broken seal. To the south lies an altar. [The sarcophagus can move, rotating to the west, and this opens the secret door to the south.] The sarcophagus contains a mummy in a wooden coffin. The grave has been looted and the coffin opened.

N52. Chamber of the Steward. Inside this chamber are many pots which contain goblin, elven, and human clothes. They are still sealed so the clothes have been preserved. The quality is quite good. These

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were taken long ago as the spoils of war. Also in the room is furniture and other household goods made long ago for the houses of men and elves. In the sarcophagus is the mummy of the goblin Steward, still in his wooden coffin and undisturbed. Upon his breast is a golden rod, worth 100 gp.

N53. This room once held the grave goods of the princess but they have all been chewed to bits. The floor is covered with busted furniture and fragments of mummified goblins. Crawling over the floors, walls and ceiling are 12 Giant Tomb Beetles - These dull gray or flat black beetles, ac 4, 1+2 hd, move 12", are part of the dungeon clean up crew. Unfortunately they aren't fussy about whether their food is alive or dead. When struck weapons stick to the gooey guts of the beetle and take 1 mr to remove.

N54. To the south is a great wall of brass bars, now heavily tarnished. A wooden trap door covers a shaft (F) in the ceiling, which ascends 60 feet to corridor (N39). When the shaft is opened slime drips down, horror! It's an Ochre Jelly, ac 8, 5 hd, move 3". A giant ameba killed by fire or cold. Weaponry only splits it into smaller Ochre Jellies. Causes 1(d6) damage by touch. It seeps easily through small cracks.

N55. The Chamber of Remembrance. This chamber lies empty with only fragments of coffin wood left in the corners of the room. The walls are painted with a battle scene, goblins v.s. elves, and the goblins are winning. To the west is a niche which contains broken shields and spears, the remnants of a battle, the weapons of the fallen.

N56. To the north is a wall of brass bars, now heavily tarnished. This room once contained a statue of some kind but it has been smashed and rubble litters the floor.

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Gloomy Castle - The Giant's Castle (3rd Level)

Introduction

Gherkin the Giant has captured some of the villagers and taken them to his castle. Gherkin employs goblins to keep his prisoners and servants in line. The castle is a gloomy place indeed for occasionally Gherkin eats one of his captives. Fear of the giant keeps even the most rowdy goblins in line. The goblins that defy the giant are sometimes sent down to the dungeons below the castle on "errands" never to return again.

The oldest captives are the giant's servants and the youngest prisoners are sent to work in the gardens each day. The servants stay in the castle and have the run of the place. The DM should note the difference between "prisoners" and "servants." This is an important distinction.

No one uses the "haunted" fourth floor, not even the giant. Gherkin seems afraid of the fourth floor and keeps the door locked. The great iron key to the door is kept on the mantelpiece of the great hall. Gherkin always pats it when he comes in just to check that it is there.

Each day the Giant and 10 goblin guards escort 20 prisoners to work in the fields. The giant then leaves the goblins and goes to the edge of the cloud to dangle his feet, watch the mountain below, and daydream of new mischief. This is why when the characters enter the castle during the day, the giant is not at home.

The Castle is designed to be played within a time limit. Give the players four to eight hours to complete the adventure. Eight hours is the period of time the giant is away during the day. Thus when the characters enter the castle is very important. A really smart party of characters would enter right after the giant has left the castle so as to have the most time. If the characters enter in the middle of the day, give them four hours.

The players must make the most of the Giant's absence. At the conclusion of the elapsed time they will have to battle Gherkin because he will smell them as soon as he enters the castle. So the DM will have to keep track of the time the characters enter the castle and determine when the Giant, Goblin Guards, and prisoners working in the fields return.

Technically there are more turns in that eight hour play time period than there would be by calculating the exact number by the rules. Its more fun to play for eight hours than 48 turns.

Some bright player may dream up the idea to enter at night while the Giant is sleeping. If the party chooses this they risk a direct confrontation with the Giant and the Goblins. There are 60 goblins in the castle at night and any fight will rouse and draw the giant within 2(d6) mr. That wouldn't be good! Still, this may be tried and who knows it may be successful.

Ideally the objective of the players is to perform the following:

Locate the giant's magic jar and destroy it, or failing that fight and kill the giant. Once the giant has been dealt with the characters must free the prisoners. The prisoners will need to be escorted back to the village to collect the full reward.

The Giant has placed his soul in a magic container which, if it is found and destroyed by the party, will kill the giant. The characters will be told by the giant's prisoners of the magic jar. The magic jar is hidden. The prisoners do not know where it is so the castle must be searched. [The magic jar is located on the first floor room (G20).] With his soul hidden the giant cannot be harmed by any non-magical weapon.

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If the characters have not found the magic jar by the time the giant returns, Gherkin enters the castle by the front gate leading the prisoners, and followed by goblin guards. The giant has a keen sense of smell and will detect the carnage of battle. He will sniff out any player characters and capture or kill them.

Captured characters are locked individually in the Donjon cells whenever possible, cells, (G9), (G8), (G4), (G2) or manacled to the west wall of the Donjon (G1) when he runs out of room. Gherkin will always question his prisoners and threaten to put them on the rack or in an iron maiden if they won't cooperate. This is nothing more than a threat. The most obstinate characters are always thrown off the cloud to the mountainside but even the least troublesome character can face an uncertain fate at the whim of the Giant. Character fates roll d(8):

- 1-3 Manacled and forced to work in the gardens with the other prisoners
- 4 Thrown into snakepit (G34).
- 5 Thrown into donjon wolfpit (G1).
- 6 Set free and hunted over the cloud by the Giant and goblins. The character is given a head start.
- 7 Thrown from cloud to mountainside.
- 8 Killed and eaten.

The Prisoners

The prisoners encountered by the character party will plead to be rescued from the giant and led to the Mountain Village. The prisoners won't leave the castle unless the giant has been defeated. When rescued they must be escorted the whole way. The prisoners won't openly oppose the giant in front of servants or goblin guards. The prisoners can be questioned but they have limited knowledge of the castle and no knowledge of secret areas. The prisoners are not allowed above the first floor on pain of death. No prisoner can travel without a goblin or servant escort. The prisoners are kept locked in the Donjon at night.

Areas of Prisoner Knowledge

About the revolt and attack on the giant - the giant was not wounded or hurt in any way.

About the giant's magic jar but not its location, just that it is hidden.

About the goblin guards.

About the servants.

About the gardens outside the castle.

About the Donjon and First floor.

The Servants

The servants are too old to serve in the gardens so now they work in the giant's household. The servants have full access to the entire castle, save the fourth floor. They do not know about secret areas. They do not know the location of the magic jar. The servants have a privileged life in the castle and are never eaten or thrown off the cloud unless their status is revoked. Even so, they are very afraid of the giant. They will do nothing to endanger their status. Thus, they will be reluctant to aid the player characters. In fact some may seek to hinder and even to warn the giant or goblins of intruders. The party will likely have to lock up the servants to prevent them from sounding the alarm. No servant is allowed to be more distant than a stone's throw from castle on pain of death.

The Goblin Guards

The goblins have the highest status below the giant. They are in charge of the servants and prisoners. The goblins are led by their Captain, Fang Boot. They have an arrangement with the giant about treasure and

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prisoners. When the giant decides to move on they expect to continue this very successful relationship. Fang Boot's ambition is to become a goblin king.

What are the goblins like? This DM has decided that they resemble humans but have a skin with a stony colour and texture. It is like a natural camouflage composed of earth tones. Goblins blend in very well in with mountainous or underground settings, decreasing their chance of detection by 1 on the die roll. Goblins do not like sunlight and will avoid it as indicated in the Monsters and Treasure rule book.

The odd thing about goblins is that their body proportions do not display symmetry. One arm might be slightly longer than the other. A large head and a small body, big feet, and small hands, too short, or too tall, thin and boney, pointy noses and big ears that don't match.

Goblins don't have the best personalities either. They tend to be quarrelsome over the smallest things that take their fancy, rather like spoiled children. Nevertheless they do have sharp wits and are able to fight when it suits them, particularly when they have the advantage. They do have a sense of humor but it tends to be on the cruel or ironic side, particularly when it applies to their captives. The goblins have grown bold and confident in the service of Gherkin under Fang Boot their captain.

The goblins are not fools and if events go against them, [many goblins are killed, Fang Boot is killed, or the giant is killed], they will check morale. Failure means that they will abandon the castle taking as many prisoners, including servants, and treasure as they can carry away with them as they go. They will retreat into the Caves of Fear, to Goblin Town Underground (C19). He who lives to run away lives to fight another day.

Of course Elves, Dwarfs, and Men are the age old enemies of the Goblins and many wars have been fought in the overlands and underlands.

Goblin Strategy

The goblins will be drawn to the sound of any battle. The goblins in the castle will band together under their Captain Fang Boot and try to defeat and/or capture the invaders. Only the goblins within hearing will come unless they are sent for. Fang Boot will order a runner to the roof to try to sound the alarm and draw the giant to the castle. No runner is sent if Fang Boot does not order it. Thus, the character party had better take the castle by stealth. Captured goblins can be locked up in the Castle Donjon. There is a much larger band of goblins with the prisoners in the garden. If Fang Boot is able he will send a runner for these reinforcements. No runner is sent if Fang Boot does not order it. If the characters shut the castle gate the goblins outside in the garden will not be able to enter, the castle will be under siege! Read (G21) about Fang Boot the Goblin Captain.

Gherkin the Giant

Gherkin is a foul tempered individual. No giantess would put up with him so he is unmarried. He lives his bachelor life performing wicked deeds. His father was a kindly giant and never harmed a soul. His mother died of madness when Gherkin's twin brother Pickle was lost. Gherkin however has a mean streak a league wide and has turned completely evil, wasting his good talents. His immediate family has all passed on so Gherkin is the master of the Gloomy Castle nowadays.

Gherkin is ac 4, 12+2 hd, moves 12 inches, 15 feet tall. He has a keen sense of smell. Gherkin causes 3 dice damage when using a club but prefers his hands 2(d6). Gherkin is only surprised on a 1(d6). Gherkin likes to throw missiles 2(d6) damage. There is a 60% chance he will catch anything thrown at him. If Gherkin is locked out of the castle he will attempt to batter down the gate, check 1(d8) per turn. Once inside he will hunt down the characters and capture or kill them.

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Gherkin has some special abilities. He cannot be harmed by non magical weapons because of the magic jar spell. The giant also has the ability to change his size and form at will once per day. So he can change into a bird (just for example) and back into his giant self once per day. This he uses to spy on his servants. If he is struck while in another shape he will immediately revert to his giant form. Why doesn't Gherkin just turn into a bird and fly into the castle if the characters lock him out? Well, that may well be one choice the DM can make, but its more fun to terrify the characters by breaking down the door first before eating them...

The Magic Jar - Gherkin's Auntie Dreadful was a witch who performed the enchantment. The Magic Jar is a fifth level spell and can be found in Men and Magic. Auntie put a special twist on it which prevents Gherkin's body from being harmed by non magical weapons. Gherkin's soul can return to the magic jar whenever he wishes it. If Gherkin's body were to be destroyed by magic or magical weapons his spirit could leave and return to the magic jar. When Gherkin's soul is in the magic jar any creature passing within 12 inches of the jar can be possessed by the spirit of the Giant. Of course should the magic jar be destroyed Gherkin will perish utterly.

Castle Wandering Monsters

Due to the nature of the castle being inhabited there will only be the kind of monsters the giant tolerates, and these few in number, mostly goblins and servants. Roll 1(d6)

- 1-4 Goblin Guards 1-6(d6)
- 5 Servants 1-3(d6)
- 6 Roll on special pest table below

Special Pest Table Roll 1-6(d6) - these the giant and goblins kill when they encounter them.

- 1-4 Giant Rat
- 5 Giant Insect/Fly/Spider/Ant
- 6 Stirges

Castle Scale

The castle map is 2 times the normal scale. One square is 20 feet. The entire castle is "giant" in its proportions. The ceilings are 20 feet high. It takes three characters combined to open a door or gate 1-2(d6). Gherkin's Castle is based upon a real castle in the UK, but I've taken a lot of liberties with what was a basic floorplan.

Donjon - the ground floor

G1. The large trap door, of wood, is where the player characters enter the castle. To the north is a wolf pit where prisoners who have displeased Gherkin are thrown. 6 wolves, very hungry, ac 8, 2 hd, await anything dropped in. The floor of the wolf pit is covered in bones and scraps of clothing. To the east an iron maiden has pointed spikes within, a deadly embrace, but it is empty. To the south a large well with a three foot wall around it, and buckets with ropes attached. The well is 60 feet deep, 30 feet of that is water. The water has healing properties 2(d6) once per day if drunk. Far south is a great hearth and fireplace with glowing coals that illuminate the room in a red glow. This room is hot. In front of the hearth is an anvil. Note that it is possible for characters to climb up the flue. To the southwest is a weapons rack which is unused at present. When the characters enter the donjon the prisoners in cell (G2) ask to be let out. Keys to all the cells hang on a ring on the west wall by the chains. There are enough manacles to restrain six prisoners hand and foot.

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G2. Three prisoners of the giant, Carss, Quinn, and Turjo, beg to be let out as one will be the giant's next meal. They just don't know which one is to be the feast. "Help us escape!", they say to the characters. They will ask the characters to rescue the other prisoners. They volunteer the following information. "The giant cannot be killed unless his magic jar is found because his soul is in the jar" They will wait for the characters to return in the wine cellar (G3).

[Hugh Carss, Steve Quinn, and Turjo Happamaki were some of my teenage friends who I played D&D with. I thought I'd immortalize them here just for fun!]

G3. Wine Cellar. Casks of wine are stacked up against the walls, beer also. The casks are all full or partially full.

[The secret passage in the east wall opens to dusty stairs (D) when the following conditions are met. A stone beside the door must be pushed in 1-2(d6) and this reveals a keyhole. The key that fits this is the key on the mantelpiece of the Great Hall (G28). The key must be inserted into a keyhole, and turned right to unlock the door, if the key is turned to the left poison squirts out of the hole st vs poison (Death). Characters will have to stand on the last cask to access the switch. The giant has not been this way since he hid the magic jar in room (G20) at the top of the dusty stairs. To open the door four casks must be moved, bend bars lift gates 1-2(d6) and then three characters must combine on the door 1-2(d6) to push it inward. See (G20) for more detail as the characters look up the stair.]

G4. This empty cell has straw on the floor. It smells very bad due to the filth outside that has fallen from the garderobe (toilet) above.

G5. Goblin Smithy. Here the smith, Evets, a goblin ac 5, 1 hd, lives. He makes and repairs the goblins armor, weaponry, and other household items used in the castle. Evets is a little deaf after all the years of banging metal but when he sees intruders he will try to give the alarm, and make to rush up the stairs. His skin has been toughened by fire. He can fight and has a hammer which he will use to attack anyone between him and the stair. He torments the ape in cell (G7) but he is afraid of it.

G6. The Goblin Treasure Room. In a locked, poison trapped, very large chest is the loot the goblins have set aside for themselves. Actually, they have added to the burial treasure of King Gnasher III. The chest has a brass plate with goblin runes on it stating, "This is the treasure of Gnasher III, King of all Goblin Underland and is his forever. Death to thieves." The poison causes 2(d4) damage if a saving throw vs poison is failed. The chest contains, 1000 sp, 6000 gp, a gold crown worth 100 gp, and a gold ring worth 20 gp.

G7. A mangy Carnivorous Ape, ac 6, 2 hd, 2(d6) dam, is kept in this cell. Its mind is gone from long imprisonment and cruelty. It will howl and scream if disturbed in any way. It will also howl if any battle takes place in the donjon. The goblins in the castle will ignore it as the smith frequently likes to torment the ape. If released, the Carnivorous Ape will ignore the party, except to threaten the party by howling and beating on its chest. It will seek to pass by and hunt for the goblin smith.

G8. This empty cell has straw on the floor and it is locked. It smells very bad due to the filth outside that has fallen from the garderobe (toilet) above.

G9. This empty cell has straw on the floor and the door is slightly ajar. It smells very bad due to the filth outside that has fallen from the garderobe (toilet) above.

G10. Weapon Room or Armory. The door to this room is locked. The goblin captain Fang Boot and the Giant have the only keys. On the walls are swords, spears, axes, hand axes, daggers, staves, suits of armor -

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4 chain, 2 plate, 8 leather, and shields. All the weapons and armor are of goblin make. There are sufficient quantities for the character party to equip themselves, DMs discretion.

To the north is a secret door. It requires the mantelpiece key to open (G28). A stone to the right of the door, eight feet off of the floor, must be pushed in, revealing a keyhole, the key inserted, and turned to the right to open the door. Three characters must combine on the door 1-2(d6) to push it inward

G11. Treasure Room. The giant's treasure is in chests, baskets, and sacks. The chests are all locked. Obviously there is more treasure here than the characters can carry away with them, and much of it belongs to the village.

11,000 gp in five wooden chests

10,000 sp in ten baskets

2000 cp in twenty sacks

Four gems in a small bone chest, 10 gp, 100 gp, 50 gp, 50 gp.

A brass chest contains, a potion of speed, a map to treasure, the sword of King Gnasher III, it bears the runes "Quench my thirst" upon it, +1, +2 vs elves, dwarfs, and men, it can detect magic. The sword is of evil alignment and any lawful character touching it will suffer for it, 2(d6) damage.

G12. Oubliette - the place of forgetting. Inside lie the remains of the giant's twin brother Pickle, long lost. This room is sound proof and when the door is closed it cannot be opened from within without a knock spell. Even the giant does not know of the existence of this room. It is opened by pushing in a stone, which is some eight feet off the ground, on the wall outside. Three characters must combine on the door 1-2(d6) to push it inward

It is a sad tale really, Pickle discovered the secret door and went into the oubliette, shutting the door behind him. Although Gherkin's parents searched the castle high and low for the missing Pickle they could not find him. They suspected poor Gherkin of jealousy and foul play. They pushed Gherkin into the Iron Maiden to make him confess but the poor fellow knew nothing and so that was that. After a while they gave up looking and Pickle starved to death inside the oubliette. Gherkin has always felt uneasy about his brother's disappearance, and blames the fourth floor, not knowing that Pickle lies within the oubliette. Gherkin has bad memories of the Iron Maiden and won't use it.

G13. There is a secret alcove under the stair. It is opened by pushing in a stone, which is some eight feet off the ground, on the wall outside. Unlike the oubliette the door to this room can be pushed open from the inside. Three characters must combine on the door 1-2(d6) to push it. The room is empty, but it might serve as a hiding place. The giant used to hide the magic jar here but he moved it. In the northern wall is a small niche containing a wooden box, which is empty.

G14. The Stable. Three donkeys live here. The floor is covered with straw. This muffles sound and makes the chance of surprise greater providing the donkey's don't bray! If the donkey's are surprised on a roll of 1(d6) they bray. To the south can be heard the sound of Goblin voices in conversation, gravelly and scratchy. If the donkey's bray it will prevent the goblins in (G15) from being surprised. Stairs lead up to the first floor. The portcullis cannot be raised from here but it conveniently stands open. Stairs (B) rise upward.

G15. Ten goblins (Hammer Foot, Big Thumb, One Eye, Scratch Post, Head Bump, Moldy Hair, Grunter, Gumtooth, Small Ears, Slow Burn), ac 7, 1 hd, are gathered here gambling with bone dice for copper and silver pieces instead of watching the gate as they should be. They are not particularly vigilant because they have never had to be. Unless the donkey's in (G14) bray they can be surprised on a 1-3(d6) so intent are they upon the game. The goblins are relieved every four hours and know to sharpen up before Fang Boot or one of the Sergeants arrives with the change of guard.

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If they are alerted to the presence of intruders the goblins will attempt to arm themselves, shut the heavy oak door, and fight the intruders. It takes three goblins five melee rounds to shut and bar the oak door.

Unfortunately any commotion or shout of alarm will cause the five goblins above in (G26) to lower the gates (G14) and G15) using the cranks in (G25) and (G26) two melee rounds after the trouble starts. It takes a further five melee rounds to completely lower the gates. Three goblin archers above will shoot down through the murder hole (C) at any targets. It won't occur to the goblins (in G26) to run for help, until 10 melee rounds have passed. They will then send a runner to Fang Boot in (G21).

G16. Crows Cage. The castle entrance is overlooked by archery slits. It is protected by a large iron gate and a wooden door. Goblins are supposed to be standing guard here but they aren't particularly watchful. By the ramp hangs a crows cage containing Fingers the goblin thief. He pleads to be let out and will agree to pretty much anything to be set free.

Fingers can't be trusted and would need to be constantly watched. He is willing to join with the party for the remainder of the adventure. As long as Fingers is offered a share of the treasure and an opportunity to escape with the characters he will stick with the party. If events go against the party he will quickly abandon them, slipping away to make an escape.

Fingers has a grudge to settle with Fang Boot who taunts him daily.

Fingers was not one of Fang Boot's guards. He just found his way into the castle and got caught. Fingers was imprisoned by the giant for purloining some of the giant's silverware. He is a first level thief, ac 7, 6 hp, pp/ol 5%, rt 10%, ms 20%, hs 10%, hn 1-2(d6).

First Floor

G17. Goblin Barracks and Workshop. Here 60 goblins are quartered, ten are off duty and present. The ten goblins (Unibrow, Pot Belly, Dim, Red Eyes, Leggy, Red Handed, Spots, Hollow Legs, Skunk Breath, and Ratfink) garrison the castle during the day. Their Captain, Fang Boot, is in room (G21). The goblins are being served at table by the cooks wife "Missus. Mugwort" (an ogress), not an easy job. When the characters enter, the ogress will scream and drop dishes alerting all the goblins to the presence of intruders. Fang Boot and his sergeants will rush out of his room (G21) to lead the goblins. [At night 60 goblins are sleeping here. 3 guards keep watch on the door at all times during the night, taking shifts.]

Curtains cover the walls to make the room warmer. Iron braziers filled with coals warm the room. The floor is covered with bedrolls and soiled straw. Torches light the entrance day and night. The portcullis to the west is open as is the oaken door.

G18. The scullery maid's room. An old servant she does the washing up. During the day she is in the kitchen (G22). She longs to return to the village. 20 silver pieces are in a clay pot under the bed. The fireplace to the north is cold and the vent (E) leads up and out of the castle wall.

G19. Garderobe (toilet). Buckets of water are available to sluice excretions down the pipe. This is very noisy when it is done. Nevertheless the goblins are quite lazy about "flushing". This is left to the prisoners to do when they get back from the gardens. So, the room is quite stinky. The water seems to have a long way to go to get out when it is poured into the garderobe seats. [DM Note - This is because there is a secret room hidden in the wall!]

G20. The stair well and secret room above [behind the garderobe (G19)] are a gloomy place lit only by the thin arrow slit half way up the stair. If the Garderobe is in use the stair well is quite noisy. If sheets were hung out all the windows in the castle this is the arrow slit that would not have one hanging out, thus

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betraying the presence of a secret room! As the characters climb the stair they notice slimy dung under their feet, horror! Stirges! Ten of the filthy nasty creatures roost here in the secret room, their private bedchamber. The Stirges fly down the stair and attack the characters! The Stirges use the arrow slit nightly to fly out of their roost and suck the blood of other creatures, only coming back at dawn to digest their stolen meal. Stirges are ac 7, 1 hd, move 18", but attack as a 4 hd monster. When it has scored a hit it has attached itself to its victim, and on the following round drains blood, causing 1-4 (d4) points of damage. When the victim is dead, the Stirge will be sated and fly away to digest its meal (G54).

At the top of the stair is the secret room shown to Gherkin by his father. "Here you may hide anything you wish others not to find," said the Old Giant. And so, when the time came to hide the magic jar Gherkin remembered the hidden room. There is a small niche in the eastern wall. In the niche is a small copper chest, of goblin make, The chest is protected by a poison needle, st vs poison (death.) The poison needle may be avoided by simply opening the box backwards, with the interior pointed away from the opener. The box is velvet lined. It contains a crystal vial the stopper of which is sealed with a band of gold. Inside is a milky, cloudy, substance which is continually shifting, Gherkin's soul. If the vial is destroyed, Gherkin will perish instantly. The vial can be destroyed in any number of ways, smashing with a sharp blow, thrown into fire etc. If the vial is simply opened by removing the stopper Gherkin's soul will be released instead and rejoin its master, of course then Gherkin will be aware that there are intruders!

The Magic Jar - Gherkin's Auntie Dreadful was a witch who performed the enchantment. The Magic Jar is a fifth level spell and can be found in Men and Magic. Auntie put a special twist on it which prevents Gherkin's body from being harmed by non magical weapons. Gherkin's soul can return to the magic jar whenever he wishes it. If Gherkin's body were to be destroyed by magic or magical weapons his spirit could leave and return to the magic jar. When Gherkin's soul is in the magic jar any creature passing within 12 inches of the jar can be possessed by the spirit of the Giant. Of course should the magic jar be destroyed Gherkin will perish.

DM's should note that there is a risk that should the characters destroy the body of the giant before finding the magic jar one of them may be possessed by the spirit of the giant. The character(s) must fail a st vs magic, only one of them will be possessed. Who knows what horrible things may happen then...

G21. The Private Quarters of Fang Boot the Goblin Captain. Fang Boot and his sergeants discuss orders as they gather around the fireplace drinking. Fang Boot ac 5, 2 hd, fights as a 4+1 hd monster. His five sergeants, (Brown Fang, Red Pick, Big Arse, Snake Eye, and Pig Fart) also fight with the same ferocity but are only ac 6, 1 hd. Fang Boot has a chest at the foot of his bed which contains some clothes. There is a false bottom containing 400 sp, and 200 cp, that he uses to pay his soldiers with. At night the sergeants quarter in (G23).

Fang Boot's great ambition is to become the King of all the Goblin Underlands. He is waiting for the right moment to make a bid for power, quietly building strength in the interim. Evermore Underland, which was once the seat of the Goblin Kings of old figures importantly in his plans. Possession of the seat of kings is one step on the road to power. However, at this time Fang Boot realizes that he is not nearly strong enough to reclaim the Underlands from the evils that plague it. Until that day comes Fang Boot [and the goblins] serve the Giant.

The sergeants expect to occupy important positions in Fang Boot's service when he becomes a king. They have a more practical outlook though and less ambition. Fang Boot sends them out into the labyrinth to patrol it. They have orders to look into the Caves of Fear, but never do more than look, because of the "thing" rumored to be waiting for goblins there. Fang Boot wants to find the sword of King Gnasher the III, but little does he know it lies in the Giant's treasure room (G11).

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In general, the goblin soldiers have benefited from their alliance with the giant. The goblin soldiers and sergeants would probably prefer continuing the relationship rather than fighting to make Fang Boot King. They fully expect to accompany the Giant should he move on to another mountain. Their humble ambitions are a belly full of food and a comfortable billet, and little fighting. Nevertheless Fang Boot sends them out into the labyrinth to patrol it. They are afraid of the "thing" rumored to be waiting for goblins there. If not led by their sergeants or Fang Boot, they would rather run away than die fighting.

G22. Kitchen. A great hearth with iron pots, bright coals, heat stew. [The stew will heal 1(d6) hp per day.] The cook prepares all the meals. A dumbwaiter in the west wall (X) can raise one person to the Great Hall (G28). During the day the dumbwaiter is up in the Great Hall. At night the dumbwaiter is down and contains dirty dishes. The shelves on either side of the hearth contain pots with grains. Bundles of herbs, along with iron and copper cook pots hang from the ceiling. The windows in the southern wall are 2 feet wide by 4 feet high and of sooty stained leaded glass which provides little light. [If anyone asks the western window depicts a glass vial with a gold band around its neck. The eastern glass shows the foot of the castle stairs. Both would need to be closely examined to be discernable. A servant made these after he discovered the location of the Gherkin's magic jar. Although he knew where the magic jar was he could not open the door. Eventually Gherkin realized the significance of the windows, punished the servant, and re-hid the magic jar. So this is a bit of a red herring for the characters to pursue.] To the west and east are heavy oaken doors. The eastern door is open.

The cook is Mugwort, an Ogre and his wife "Missus. Mugwort" an Ogress. Both Ogres are 7 feet tall, ac 5, 4+1 hd, dam 1(D6)+2. During the day the Ogre is found in the kitchen and at night in room (G24). The Ogress can be found in (G17) during the day and in room (G24) at night. Both are the servants of generations of the giants that have lived in this castle. Missus Mugwort was Gherkin's nurse and spoils him terribly. Mugwort hates anyone being in his kitchen. So the goblins have learned to stay out, particularly since the Ogre isn't as fussy about what he eats as the Giant. When the odd prisoner disappears from time to time Gherkin never complains.

G23. Pantry. Bright light comes in through the arrow slits. To the east, opposite the door is a 2 foot wide by 4 feet high dirty stained glass pane window. [The glass shows a scene of a giant listening at a wall.] The door to this room is open. Pickled meats and vegetables in jars line the shelves. On the northern shelf are some cookbooks, The Chopped Dwarf Cookbook, 101 Ways to Serve Manflesh, Pickling Elves for Beginners, Curing Meats - from Sheep to Goblins, Tasty Trolls, The Witchery Cookbook. Cured meat of indeterminate origin hangs from the ceiling on hooks. The five goblin sergeants have taken over this room at night. Flagons of half drunk beer and dice are on the table. The goblin sergeants spend the night here carousing. Bedrolls and other goblin bric-a-brac lie in the eastern arrow position. A partially empty cask of beer stands nearby.

The sooty fireplace chimney (Y) leads upward. To the north a secret door can be opened by pulling on a fake wooden book on the shelf, "The Witchery Cookbook." It opens automatically when the book is pulled.

G24. The Mugworts, says a sign on the door. Bright light shines through the arrow slit. A fire burns on the hearth but the room is smoky. [That's because there is a chest shoved up the flue of the chimney (Z) which partially blocks it. The chest contains 600 sp and 400 gp.] The room is simple with a large plain wood bed against the eastern wall, and two heavy stools. Under the arrow slit is a wardrobe where Mrs Mugwort keeps her frocks, and a pile of humanoid bones. Under the right side of the bed are some human bones that Mugwort likes to gnaw at night. Not a pretty picture.

G25. Grainery. Bales of hay and sacks of grains fill this hall. Stairs lead upward to a trap door in the ceiling (G). On the landing (B) is a murder hole in the ceiling. The landing heavy oak door is open. Steps lead downward to the stable (G14). To the south the ground floor portcullis is operated by the crank. The

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wooden door to the south stands open. Wooden shutters close the windows, the windows themselves are of leaded glass.

G26. Five goblins (Hacker, Wingnut, Deadeye, Fool, and Drooler), ac 6, 1 hd, watch their companions gambling, peering through the murder hole in the floor. They should be watching the gate. Any commotion or shout of alarm will cause the five goblins to lower the gates (G14) and G15) using the cranks in (G25) and (G26) two melee rounds after the trouble starts. It takes a further five melee rounds to completely lower the gates. Three goblin archers above will shoot down through the murder hole (C) at any targets. It won't occur to the goblins (in G26) to run for help, until 10 melee rounds have passed. They will then send a runner to Fang Boot in (G21). The goblins have 46 gp between them. Wooden shutters, which would close the windows are open, the windows themselves are of leaded glass and are open.

G27. This dusty and seldom used secret passage is the home of 6 poisonous spiders about 18 inches across, ac8, 1/2 hd, poison 1(d6) damage.

Second Floor

G28. The Great Hall. The ceiling here is of double height. A great archway holds the ceiling up. On the walls are hung the shields of the giant's many challengers, all failed of course. No weapons are hung on the walls because the giant fears rebellion. Straw covers the floor, muffling sound, and increasing the chances of surprise by 1.

Light pours into the room from the windows to the north. The glass panes are plain. The north eastern window is open. On the northern wall a tapestry depicts Gherkin smashing a village. To the west a murder hole looks down into (G17). The stained glass window depicts a giant's family, Pappa, Mamma, Gherkin, and Pickle. Nearby the circular staircase leads up and down.

South is the giant's huge table and the great fireplace (E). A fire is burning but it is not a big fire. Remains of a breakfast are upon the table, wine, water, cider, bread, and scraps of a meal. Dirty plates from supper are in the dumbwaiter (X).

A key is on the mantelpiece beside an hourglass which is draining sand into its lower bell. [When all the sand has reached the bottom the giant returns. The key fits many doors in the castle including the secret ones.]

Above the fireplace is a tapestry which hides an iron door. The door is locked [Gherkin has the key]. Inside the safe is a wand of magic detection, 2" radius, 10 charges. When the south west corner of the room is approached a strange and sad music is heard from the south west musicians gallery above (G46) which stops abruptly in mid phrase.

West of the table is a tapestry/curtain that separates the butler's quarters and guest room from the great hall. The tapestry depicts Gherkin slaying an army of challengers until their bodies lie in heaps around him. Gherkin is shown throwing knights off of the cloud, into a pit of asps, and feasting on them. It isn't a pretty sight.

G29. Broom Closet. In the closet are soap, buckets, scrapers, mops and brooms used by the prisoners and servants to clean the castle floors.

G30. Garderobe (toilet). This area stinks as this is the giants personal toilet and no one else is allowed to use it. The northern window is stuck shut. Five buckets of water, and scraps of rags are inside the garderobe, ready for use. When the waste is flushed out with water the garderobe is extremely noisy. If the

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door is opened 30 flies (attracted by the smell outside the castle wall) come out and buzz around., ac 8, 1 hp, bite 1 point damage.

G31. Giant's Bedroom. This room is unused during the day. It is dimly lit by arrow slits which have been closed with opaque leaded glass panes. A large bed with a straw mattress is the singular feature of the room. The bed is elaborately carved. There is a beautiful carpet on the floor. The giant snores at night rattling the door and window pane. He is a sound sleeper. The fireplace has a metal cover to plug it and it appears not to have been used in some time. It vents to the outside wall. In the hall outside the window is open. There is a large chamber pot under the bed.

G32. Antechamber. Here two old servants, Nip and Tuck, sit on stools ready to wait on the giant. They are his personal servants and attend to his garderobe, bedchamber, and serve him at table, ac 8, 1 hd. They sit near the open window and look outward, waiting for a glimpse of the returning giant. They are not paying particular attention to the hall, having performed their morning duties. If they glimpse the giant returning they will rush around to get ready for his return, for the giant is usually hungry and wants supper.

G33. Weapon Guardroom. Here four goblin guards are dozing, since they've nothing to do, ac 6, 1 hd. Otherwise they await their masters bidding, which is usually some cruelty. This room contains a secret door which is opened by pushing in a stone to the right of the door. The goblins don't know about it. The passage is disused because the mechanism is faulty, once the door is closed the door won't open from the inside at this end, so the only way out is up and out the into the gallery above.

G34. Pit of Asps. This eight foot pit has seven poisonous Asps at the bottom, ac 7, 1 hp, poison 2d6 dam. The giant throws unwanted guests and rebellious prisoners into this pit for his entertainment. Gherkin particularly likes to drop unwanted adventurers who aren't worth eating into the pit. There are bones at the bottom, human bones.

G35. The [Haunted] Guest Bedroom. The door to this room is locked. Inside the floor is carpeted and the room is lavishly furnished. The room was a Giant's room., and the bed is enormous. Dim light pours in from the arrow slits which have been turned into windows. Nothing can be seen through the opaque leaded glass. Fresh dry wood is in the hearth, in anticipation of the next guest.

This room is haunted by an apparition which appears as a shadowy figure that suddenly manifests in the middle of the room. The room grows very cold just before this happens, then the figure sinks through the floor leaving an odd stain on the carpet at the spot which slowly fades. This happens at night, around 12 pm. Anyone trying to sleep here is always awakened before "it" appears. The giant always gives this room to unwanted guests, locking them in for the night.

If the carpet is lifted and a stone pried up at the spot, a bag containing 50 gp and a key identical to the mantelpiece key is found.

G36. The Musicians room. Three servant musicians, ac 8, 1 hd, lament their fate. They used to be a quartet but Gherkin ate their companion after some sour notes. The giant only knows one song and they have to play it over and over. They dread playing in the musicians gallery above as "something" there sometimes plays along with them. The leaded glass window depicts a flutist in green.

G37. The Servant Room. This is the room belonging to Nip and Tuck. The room is plainly furnished with wooden beds and straw mattresses. The leaded glass window depicts a flying Stirge on a shield. Small chamber pots are under the beds. In the mattress are secreted 30 sp.

G38. Guest Bedroom. This room is identical to the room (G35) except that it is not haunted and is seldom used.

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G39. The window to the west is of leaded glass and shows Pickle, the giant's long lost brother. It was put here by Gherkin's mother who never got over the loss of her other child. Gherkin had a tapestry put up so that he wouldn't have to look at it.

G40. Butler. The butler (whose nickname is Bull, ac 8, 1 hd) is the most privileged servant in the Giant's household. The butler runs a tight ship as head of the servants. He carries a key that will open all doors but the secret ones. He carries a rod of office and has the authority to punish the other servants and prisoners. Bull won't help the party at all and at the first sight of intruders will raise the alarm calling, "Guards, Guards, Intruders in the castle!"

G41. Roof of the Outbuilding. The roof is patrolled by three goblins (Lazy, Clump, and Hairball), ac 6, 1 hd. The trapdoor (G) leads to stairs which descend to the grainary (G25). The murder hole is covered by wood. It is only used in war so the murder hole is closed all of the time. The windows of the castle are covered at night by wooden shutters which are opened during the day when the weather is fine.

Third Floor Gallery

G42. The Gallery. The stairs to the gallery have a secret compartment. There is an odd step where the secret door is which is taller than the others. The secret door is opened by pushing in a stone to the right of the door. Once inside the door can be opened easily by pushing on it.

The gallery overlooks the great hall. The outer windows have wooden shutters which are opened on fine days. All the outdoor castle windows have had opaque leaded glass installed. This lets in light but it gives the gallery a gloomy feeling. The arrow slits have been boarded up with wood plugs and are only opened if the castle is being attacked, which has never happened. The innermost gallery windows are open, no shutters and no glass.

G43. The assassins closet. A small secret room which is empty.

G44. Broom closet. In the closet are soap, buckets, scrapers, mops and brooms used by the prisoners and servants to clean the castle floors. South of the broom closet is an open two seat garderobe (toilet). These are used by servants. Buckets of water stand nearby. When water is poured into the garderobe it makes a lot of noise as the waste is flushed away.

G45. A heavy stone covers the chimney shaft. This part of the gallery is a little smoky and sooty due to the unsealed cracks around the stone and it will fill with dense black smoke if the fires from below are still burning when the stone is lifted.

G46. Musician's Gallery. This is where the musicians play to entertain the giant when he is dining at table. As the area is approached the characters will hear the sad sound of a flute playing which stops abruptly. Musical instruments left here will play by themselves. When the musicians are playing sometimes the sound of a flute will join them briefly, then suddenly stop.

The Haunted Bower (fourth floor)

The door to the Haunted Bower is kept locked by Gherkin. The only entry to this level is by the castle stair. The only keys that opens it are the one the giant keeps on the mantelpiece and the butlers key. The bower has a sad history. Once generations of Giantess lived here but odd things always happened in the bower. Odd unexplained things that make the blood run cold in the wee hours of the morning. No one lives here any longer. Late in life Gherkin's mother went mad as she brooded over the loss of Pickle. After she pined away Gherkin's father locked the door of the bower and warned the young giant to keep out. His mothers

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rooms were left as they were when she was alive. Gherkin feels uneasy about the fourth floor and keeps it locked at all times. He blames the odd occurrences there for the disappearance of Pickle and madness of his mother.

When the door is approached a trickle of blood will seep under the door, from the inside out, and then vanish leaving no trace.

On opening the door the characters will see that the center of the hall has been partitioned off with wood paneling that runs from floor to ceiling. The halls and rooms are carpeted, mind you they are dusty and moth eaten. The doors of the bower are richly carved with leaf patterns. It is very quiet, unnaturally so, as if sound were dampened increasing the chance of surprise by 1 on the die.

G47. The sound of footsteps can be heard in the northern corridor, they move when the characters move. The floor of the western corridor is very squeaky.

G48. The door to this room swings open on its own when the door is approached. Cobwebs cover the dusty window pane choking the light. Inside four shadowy figures, giantess, are playing cards, then they vanish.

G49. Bedroom. Unseen hands tuck and smooth the moth-eaten bed cover. The bed is a four poster with canopy. A spider lurks in the canopy, ac 5, 3 hd, its bite is poisonous, st vs paralyzation, 1(d6) damage.

G50. Parlour. A large shadowy figure appears at the door, looks at the party, and then passes through the door, into the room. A putrid smell of rotting flesh fills the air inside the room. Inside are moth eaten couches and chairs. The window panes are black with soot and the window itself is stuck shut.

G51. Grandma's Bedroom. The door to this room is locked. The singular feature of this room is a large four poster bed, giant sized in fact. If the room is entered with light, shadows appear and attack as long as light is present. One shadow appears per person casting shadows in the room. If there is more than one light source an additional number of shadows will appear, e.g. if there are three characters and one light three shadows appear. If there are two lights and three characters, six shadows appear. The Shadows are ac 7, 2+2 hd. Only magical weapons can strike them. If the lights are extinguished the shadows disappear, if the window is opened to natural daylight, the shadows disappear. The shadows do not leave the room or the parlour (G50).

Sewn into the mattress are 400 sp, and 100 gp.

G52. Parlour. Moth eaten pillows cover the benches and couches in this room. Iron candelabra's stand in the corners. Wooden walls divide the chamber into two rooms. The sound of a body being dragged across the floor can be heard. 1(d6) mr later check for surprise. An apparition suddenly rises from the floor, its head carried under its arm. The eyes blaze, yellow and lidless. This Headless Ghost can be turned as a Spectre, ac 2, 5 hd, hit by magic weapons only, mirrors or holy symbols will hold it at bay. The party must make a st vs magic or be stricken with horror. Characters that fail the saving throw flee for 1-4 mr and cannot re-enter the room due to fright. Those that remain in the room the Headless Ghost will attack and attempt to drive out of the room. The Headless Ghost will not pursue anyone that leaves the room.

The walk in closet to the north contains racks of moth eaten clothing, all for giantess. The closet has a false back that can be folded open. Inside is a chest containing 1000 gp, a +1 sword +2 vs Lycanthropes, a potion of heroism, a clerical scroll of protection from undead [6 turns 2-12 hd], and a scroll protection from evil. Once the treasure is removed the Headless Ghost will not return.

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G53. Library. Runes in the common tongue upon this door say "Library - Observe quiet at all times" The shelves are filled with dusty worm eaten romance novels and adventure stories where Giant's are the heroes and others are the villains no matter what evils the giants do. Many of the books disintegrate at a touch, and fall to dust.

One book open on a reading table, is called the Magic Jar, and describes the fifth level magic jar spell in the Men and Magic book. It is not a magic book but merely a story about a giant who places his soul in a stone which he then loses. It is swallowed by a fish, caught by a fisherman, and then the stone is used to grind wheat until there is nothing left and the giant perishes.

If the characters are noisy or talk in the library books fly off the shelves and strike the offenders, stunning them for 1-3 mr, st vs paralyzation.

G54. Bedchamber. The window to the east flaps in the wind. It is open and has four broken panes. This was once a lovely bedroom with a four poster bed and carpet on the floor, no longer. Rain has come in through the open window and spoilt the carpet. If that weren't bad enough this is the roost of 12 Stirges, the filthy nasty creatures roost here in the room. Their dung covers the floor and bed. The Stirges fly down from the four poster canopy and attack the characters! The Stirges use the broken window nightly to fly out of their roost and suck the blood of other creatures, only coming back at dawn to digest their stolen meal. Stirges are ac 7, 1 hd, move 18", but attack as a 4 hd monster. When it has scored a hit it has attached itself to its victim, and on the following round drains blood, causing 1-4 (d4) points of damage. When the victim is dead, the Stirge will be sated and fly away through the window or up the chimney to digest its meal (G20).

In a trunk under the bed are old moth eaten clothes. They cover 7000 cp, 300 sp, and 50 gp.

G55. Chains can be heard rattling and dragging in the hallway when this room is entered. Heaped in the center of the room is a pile of rubbish, broken furniture, and splintered wood. It is the heap of 3 Giant Kabloolie Beetles, ac 2, 1/2 hd, when struck they cause 2(d4) damage to their assailant because they explode. This is not the beetles worst fault, the males are numerous and when the mound is threatened sacrifice themselves by running at their opponents and explode themselves, causing 2(d6) damage. The explosion causes deafness 20% of the time for 2-12 mr. Two of the beetles are males.

G56. The hall outside this room has squeaky floorboards. The door swings open easily, revealing a dusty bedroom. No one has been here in a long time. The bedcover is moth eaten and the four poster bed canopy has holes in it. The window is dusty and lets in dim light. The fire place has been blocked with a cover.

G57. A dusty bedroom. No one has been here in a long time. The bedcover is moth eaten and the four poster bed canopy has holes in it. The window is dusty and lets in dim light. The fire place has been blocked with a cover. To the south a door stands slightly ajar. [The bed collapses if it is touched in any way attracting wandering monsters 5-6(d6).

G58. Sitting Room. Moth eaten pillows cover the benches and couches in this room. Iron candelabras stand in the corners, the candle holders hold half melted candles. The figure of a giantess wearing a green dress suddenly appears and is seen walking southward through the wall. [Dwarfs note that a door there has been walled up.]

G59. Storage Room. Dusty half scale statues of dwarfs, elves, men, and goblins lie jumbled about the room. There is a large leather ball, a jack in the box, and a very large wooden horse on wheels. All these things are toys. Boxes of old plates, cutlery, clothes and other chipped, broken and busted household bric-a-brac, DMs discretion. Treat the jack in the box as a trap, 1(d6) damage if disturbed. One box contains, a bent crown worth 4000 gp, 300 sp, and 100 cp.

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G60. Auntie Dreadful's Bedroom. The door is engraved in common runes "Auntie Dreadful." This room has a plain single bed, of giant proportions, the mattress has fallen through to the floor. A moth eaten carpet covers the floor. The fireplace has been blocked up with a wooden plug. Nearby hang the poker and other fire irons.

Within three melee rounds a feeling of dread is creeps up on those who enter the room. Those in the room must make a st vs Deathray/Poison. Those who fail will hear a shriek and the window will rattle. The shriek has this effect, the next 1(d4) wounds received cause double damage. Until all the wounds have been received the character cannot be healed.

In the flue of the chimney is a niche containing a very sooty box containing Auntie Dreadful's jewels, a necklace worth 6000 gp, and a potion. The box is protected by a poison pin which causes Death, st vs poison, in 1-6 mr. Inside the box is a potion containing the antidote, she kept forgetting about the pin, its only effective if taken in the first two mr after being stuck with the pin.

G61. Aunti Flatulent's Bedroom. The door is engraved elaborately in common, "Auntie Flatulent". In this room is a moth eaten carpet, not much of it is left. Even the canvas that covered the straw mattress is gone leaving the straw hanging on the frame. Much of the straw is all over the floor. The fireplace is shut with a brass cover. On the mantel piece are several (5) yellowing jars with cork stoppers. These contain "gas" as Auntie was a collector. If any are opened the characters must make a st vs paralyzation, those who fail are knocked unconscious for 1(d6) turns.

Turning the bedpost knob clockwise, south east corner, will open a secret panel in the east wall. Inside are sacks containing, 300 sp, 600 gp, 4 gems - 10 gp, 50 gp, 500 gp, 100 gp. Turning the bedpost knob to the left releases a poison gas and shuts the door for 1 turn. The poison causes 1(d4) damage for every mr, the characters stay in the room. There is of course the fireplace, but there is only room for one character to stick their head up the flue and avoid the noxious gas.

G62. This is the bricked up room. It was once the bedroom of Gherkin's mother and is elaborately furnished. The carpet is richly made of deep pile, and the bed appears undisturbed. To the south a window with leaded glass panes depicts a castle on a cloud. Below the window is the bed. Above the fireplace a portrait hangs of a giantess wearing a vivid green dress. She has a green hat with a red feather. She has an odd expression on her face, as if she were mad (crazy). At the foot of the bed is a chest [it contains clothes, a green dress and hat with a feather.]

The DM should check for surprise. The giantess in the portrait appears and the portrait on the wall turns into a picture of an old crone in rags. "Have you seen my beloved Pickle?" asks the Giantess. If the characters do not tell her where Pickle's remains are the Wicked Spirit of the giantess, ac 9, 4 hd, casts a powerful sleep spell, st vs magic, which affects characters up to 10th level. She then strangles sleeping victim(s) 1(d6) damage per mr. She herself cannot be harmed, the portrait must be attacked and destroyed. The characters should use a strategy like, burning and slashing the portrait. The portrait takes double damage from fire as it contains oils. If the characters tell the Giantess that the bones of Pickle lie in (G12) she will simply begin weeping and disappear, leaving the party unharmed.

G63. Garderobe. The door to this room is shut. No one has used the garderobe in a long time. It has an alcove which contains old leaky buckets and other necessities.

In the garderobe pipe are Pickles favourite things that Gherkin threw down the pipe containing 400 sp, 200 gp, jewelry - a pin 400 gp, broach 700 gp, buckle 900 gp, scabbard 1400 gp, button 400 gp, and a locket 900 gp [with a picture of Pickle in it].

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G64. The Room of Serenity. To the south is a leaded glass window with the image of a holy symbol upon it, (whatever fits the campaign). [Any characters entering this room during the day are healed 2(d6) damage once per day, and the effects of poison or disease cured. At night the effects are reversed, the room causes 2(d6) damage.]

G65. The doors to this room are locked and from the inside. There is a keyhole in both doors which the characters can peer through. Inside the room has a carpet but little else in the way of furniture, only a single wardrobe against the eastern wall. Allow the characters to attempt to open the door. The mantelpiece key will open the door. However before the characters try to use it they should hear the door unlock by itself. When the doors are swung open a clear sense of evil is felt by all. The characters can search the room, the wardrobe contains old moth eaten fur coats of giant size. Only when the characters try to leave does something happen, although the feeling of dread should be reinforced by the DM.

The rattling of chains will be heard and the doors will slam shut, they cannot be opened again [a knock spell will work] until the horror inside the room is destroyed. The groaning spirit of a Tormented Soul in Chains shall appear and lash out at the characters, screaming and wailing. It is ac 2 and 4 hd, damage 1(d6). It can only be struck by magical weapons. Its wail causes any character hearing it to be paralyzed for 1 hr if the characters fail their st vs magic.

Fifth Floor - The Roof

G66. Bright red pennants fly from the towers. The towers above each have a sentry looking outward who will sound the alarm should any intruder appear. There is a bell in (G72) which can be rung by pulling the rope in (G68). If the bell is rung continuously for 5 melee rounds the giant will hear it and be summoned to the castle in 6+1(d6) turns. If the bell is rung the goblins will shut the castle gates and Fang Boot will send a sergeant to see what is the matter. Each of the four towers has an iron ladder that climbs upward from the rooftop.

G67. This secret room has a bony skeleton of a goblin holding a locked box and a key. The box is empty. The key fits the box. To enter the room a loose stone must be pushed in the central column. The goblins know about this room and use it to dodge the sergeants.

G68. Three goblins (One Tooth, Baldy, and Bad Choice), ac v6, 1 hd, are off duty. They gamble and quarrel using bones for dice while sipping stolen beer from a keg. A rope hangs down here from the ceiling. This pulls the bell that summons the giant.

G69. Three goblins (Grumbler, No Shirt, and Knuckles) ac 6, 1 hd, archers, snore in their bedrolls after a night of carousing. The smell of beer fills the room and a keg is overturned in one corner.

G70. The door to this tower is locked. Inside are casks of oil used to defend the castle.

Sixth Floor - Towers

G71. Scratchbum, A goblin sentry stands on guard looking northwest. He is an archer, ac 6, 1 hd. He resents his lazy comrades and is alert. Although he is not watching the battlements or rooftop he may notice any not so quiet intruders.

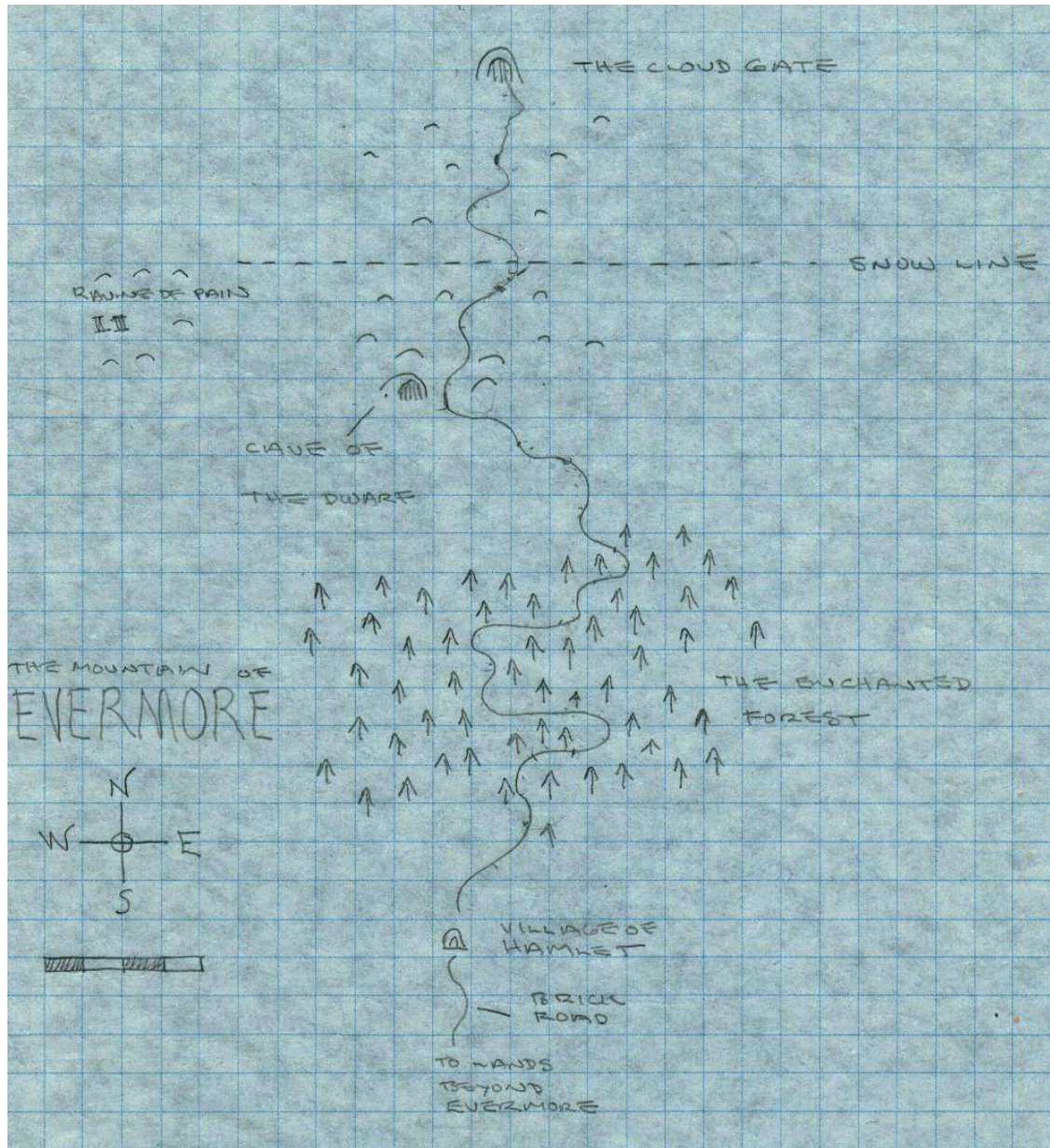
G72. Belltower. One goblin, Flatfoot, stands leaning on the wall. He is supposed to be watching but is leaning on a spear and sleeping. Thus, he can easily be surprised but will be attracted to the sound of any fighting or noise that is out of the ordinary.

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G73. One goblin sentry, Stinky, ac 6, 1 hd, an archer, lies snoring on the rooftop. His helmet is on the wall in a crenellation so it looks like he's on duty. He can be easily surprised but will wake if he hears any commotion.

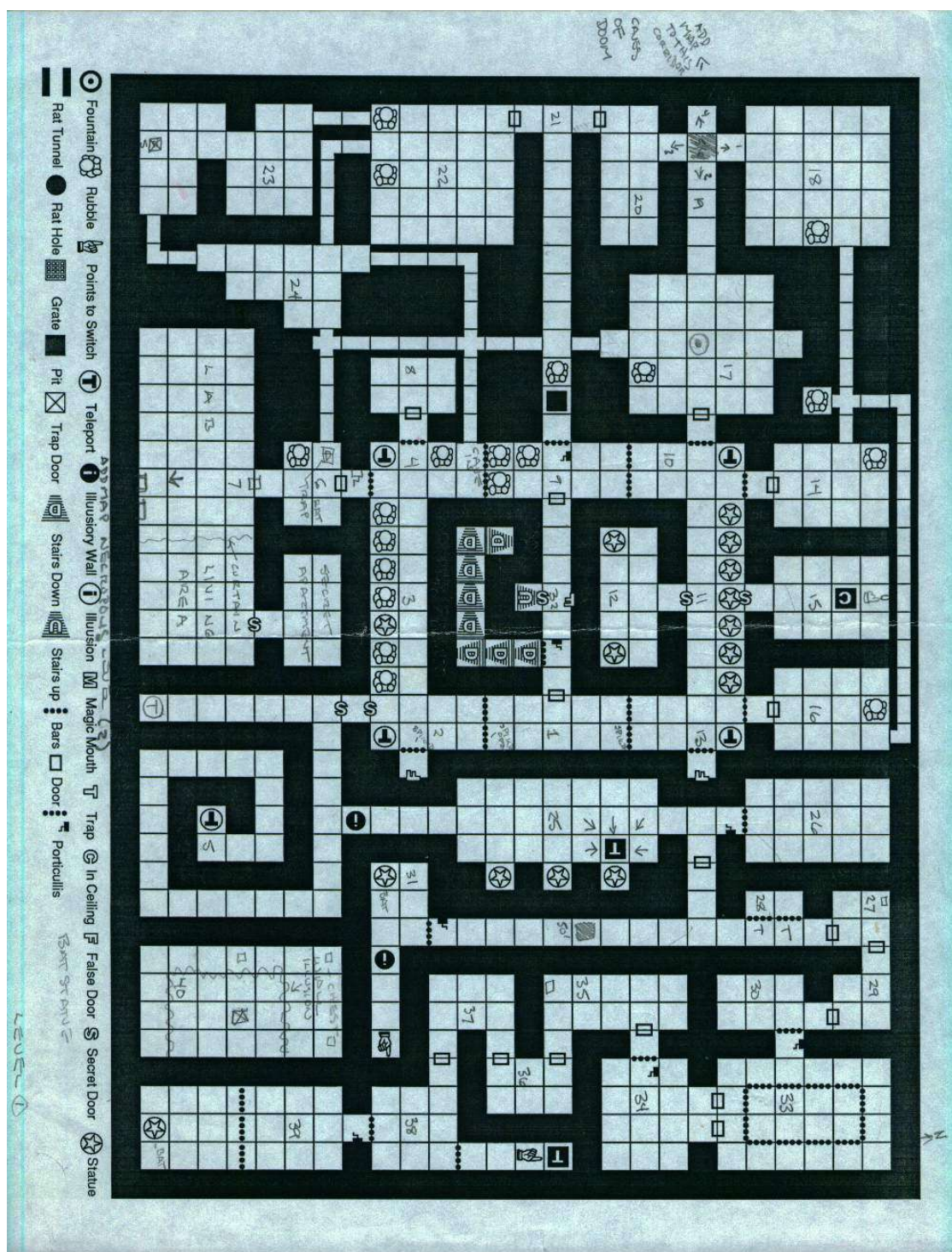
G74. One goblin archer, Pickit, stands watching the southeast, ac 6, 1 hd. He is picking his nose which is exceptionally large with his long finger and flicking the debris over the wall. He likes to try and hit things with it. It's a hobby. He is not particularly vigilant but may hear intruders or any noise out of the ordinary. He thinks the goblin in the northwest tower is an ass and a tattletale.

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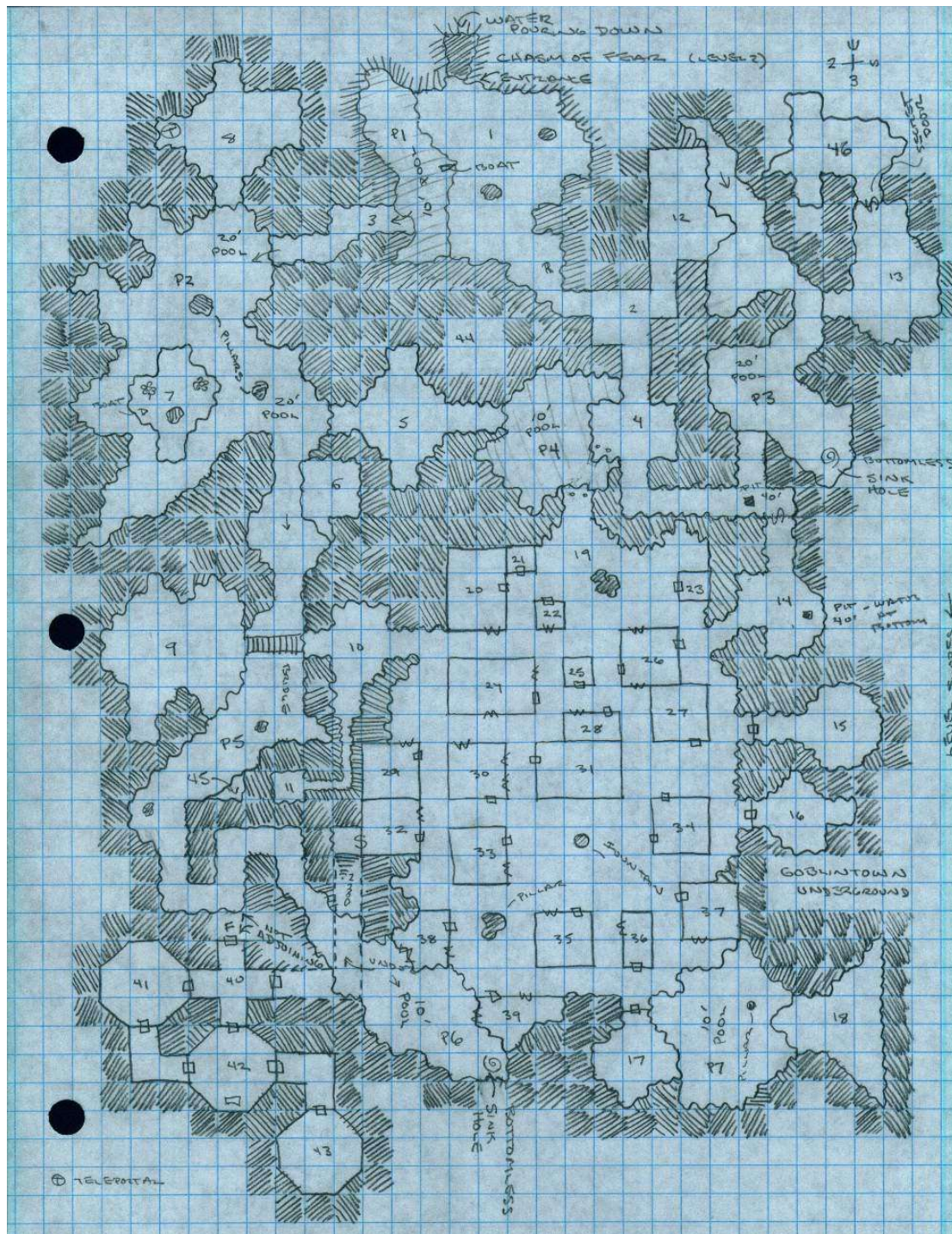
A map of the Mountain of Evermore

The Mountain of Evermore



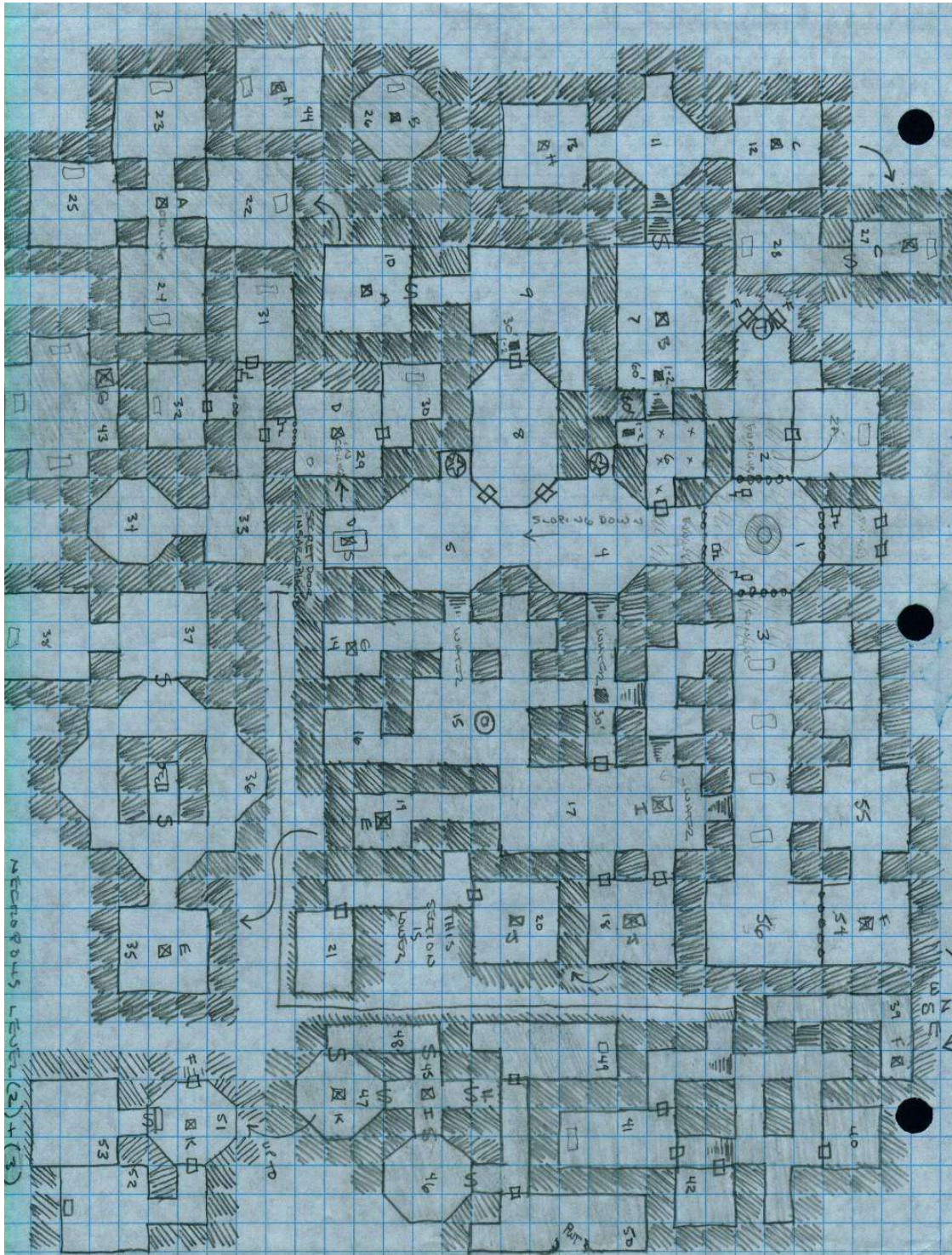
Level 1, the Labyrinth

The Mountain of Evermore



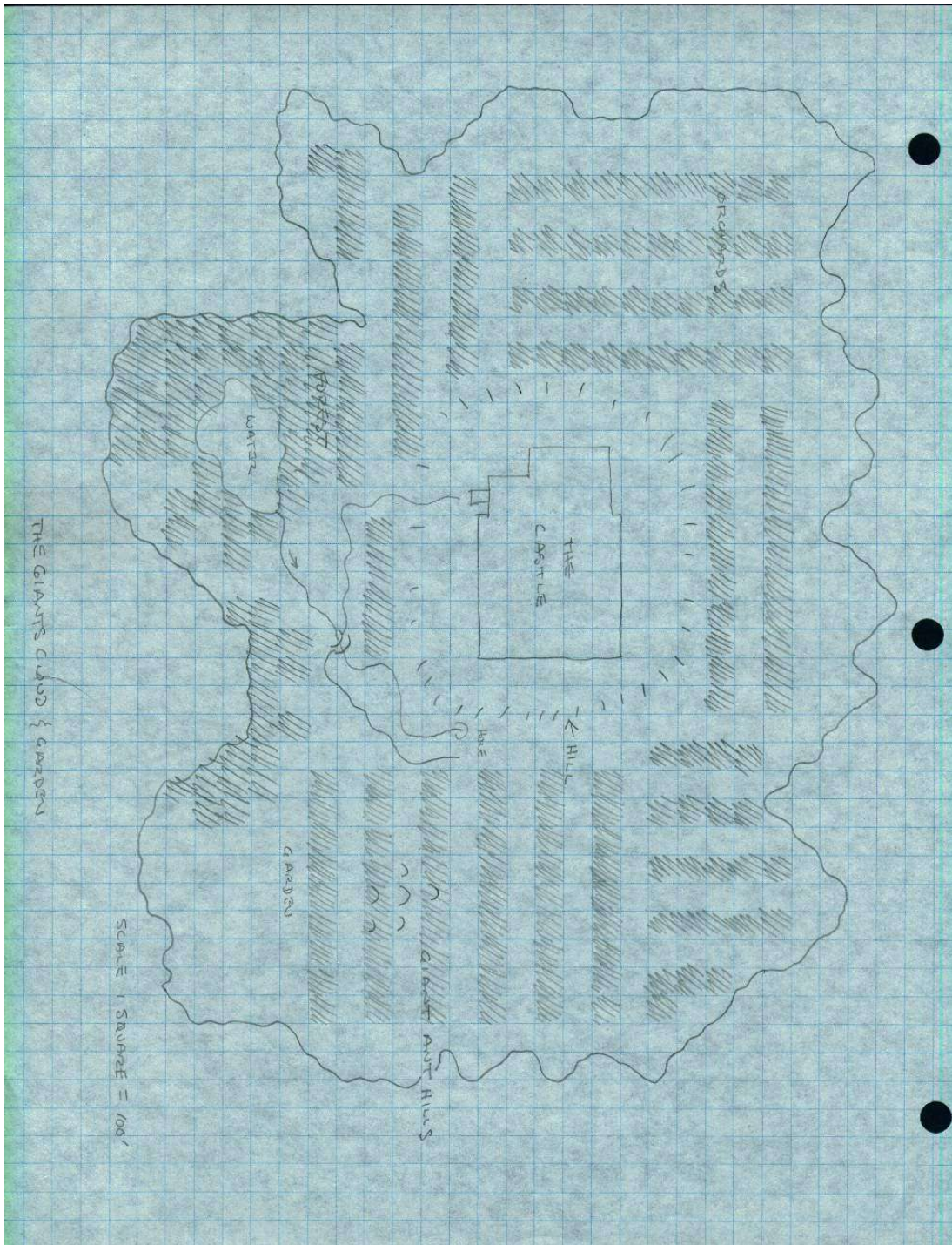
Level 2, The Caves of Doom

The Mountain of Evermore



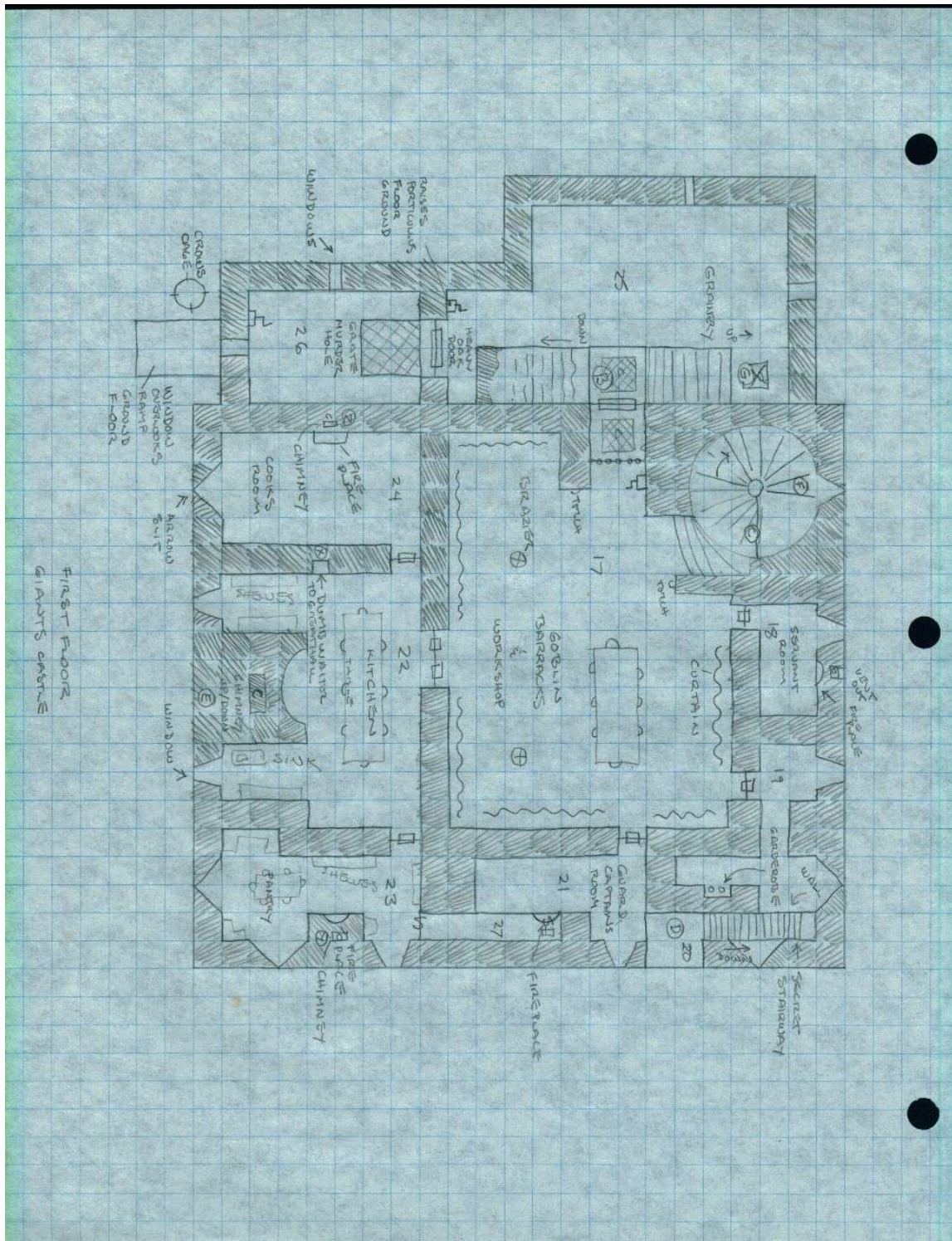
Level 2-3, The Necropolis

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Gloomy Cloud, the Home of Gherkin the Giant

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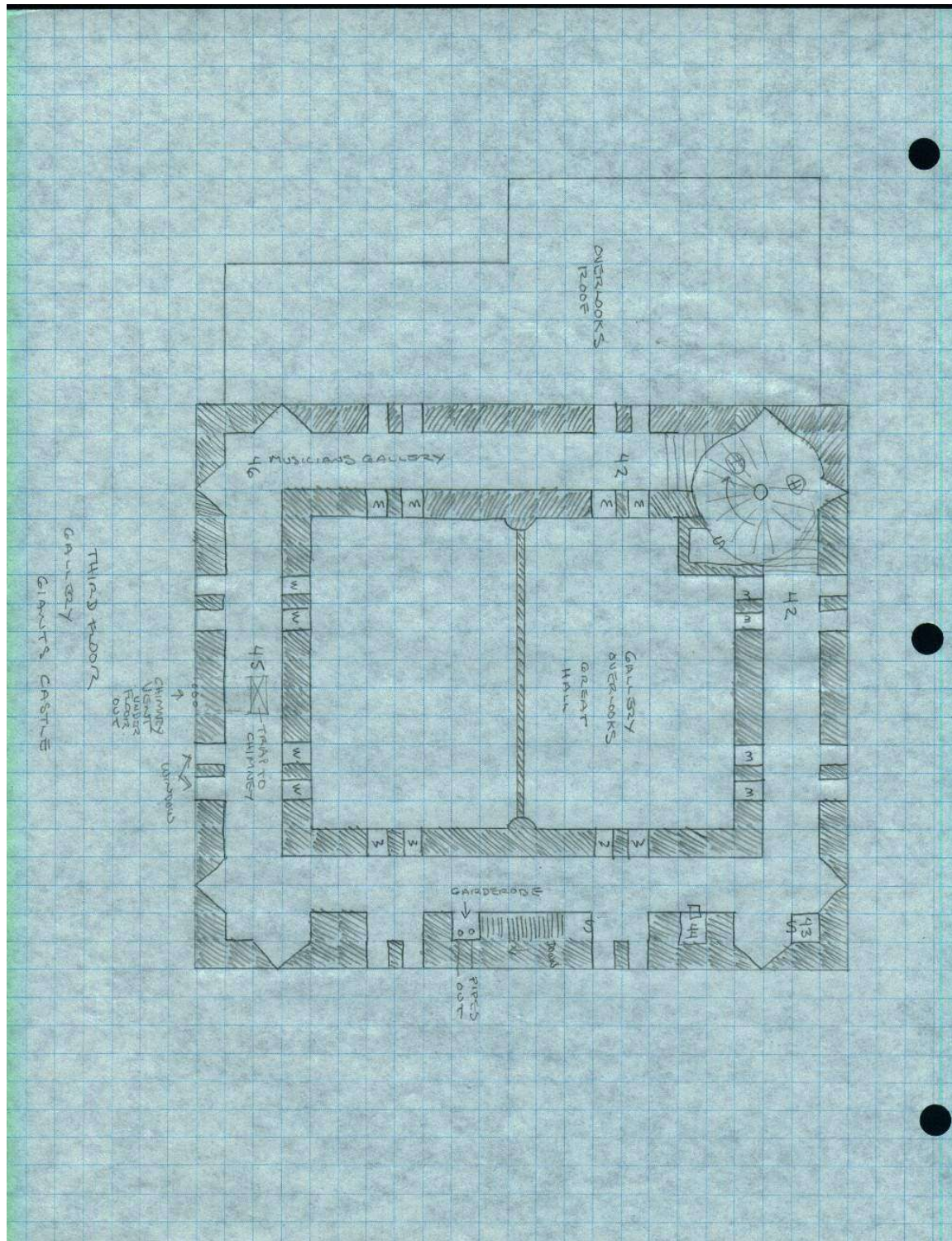


Gloomy Castle, Ground Floor

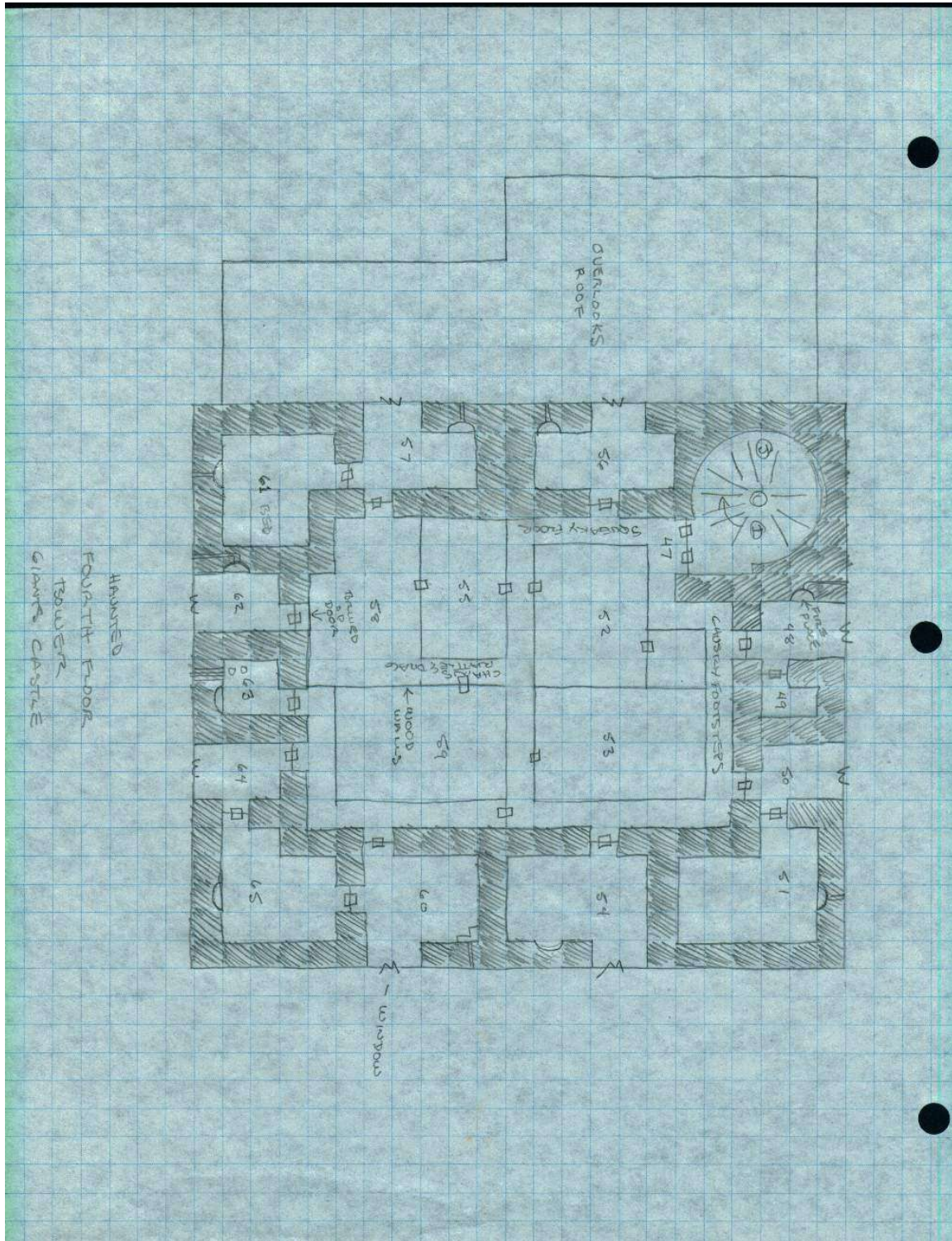
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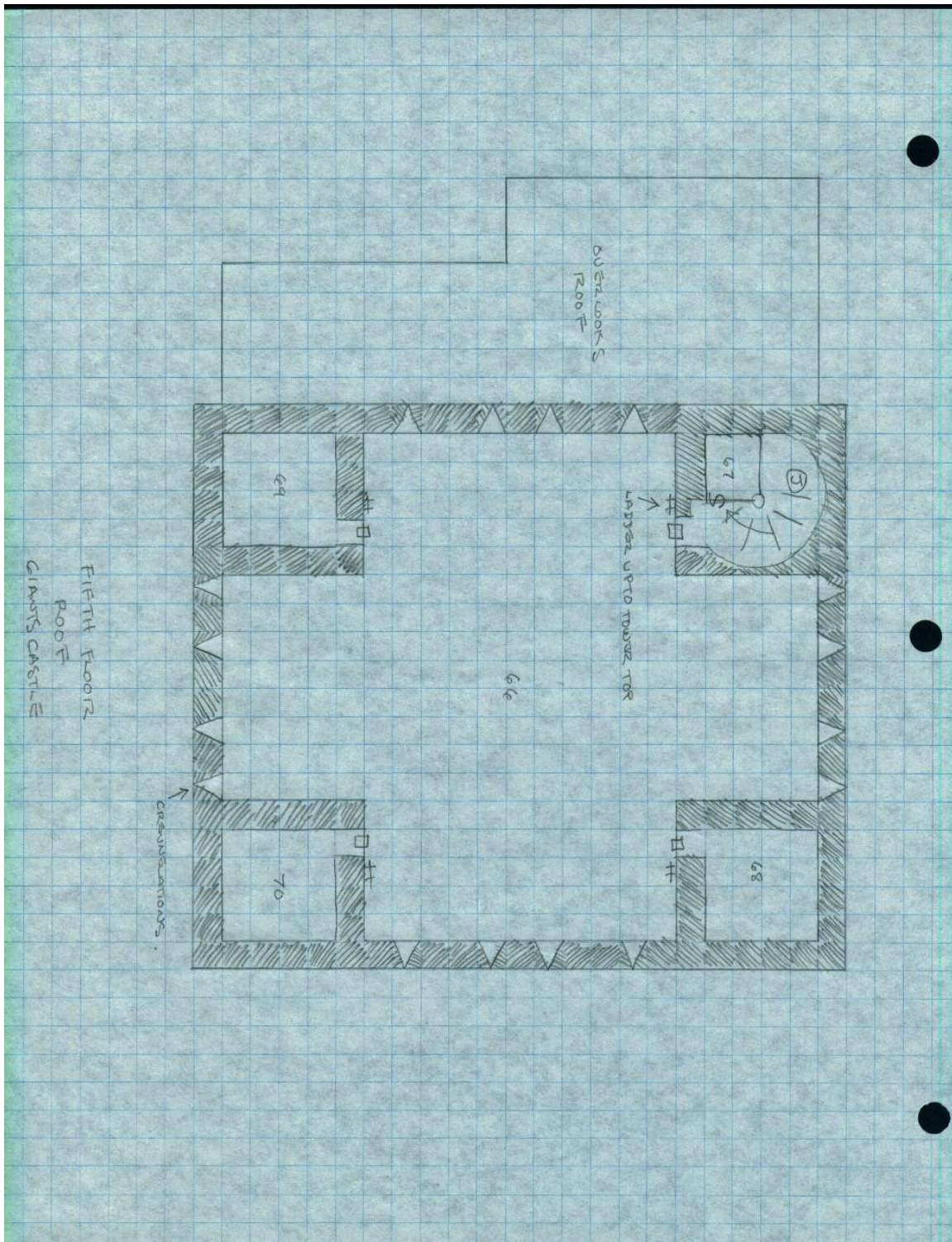
The Mountain of Evermore



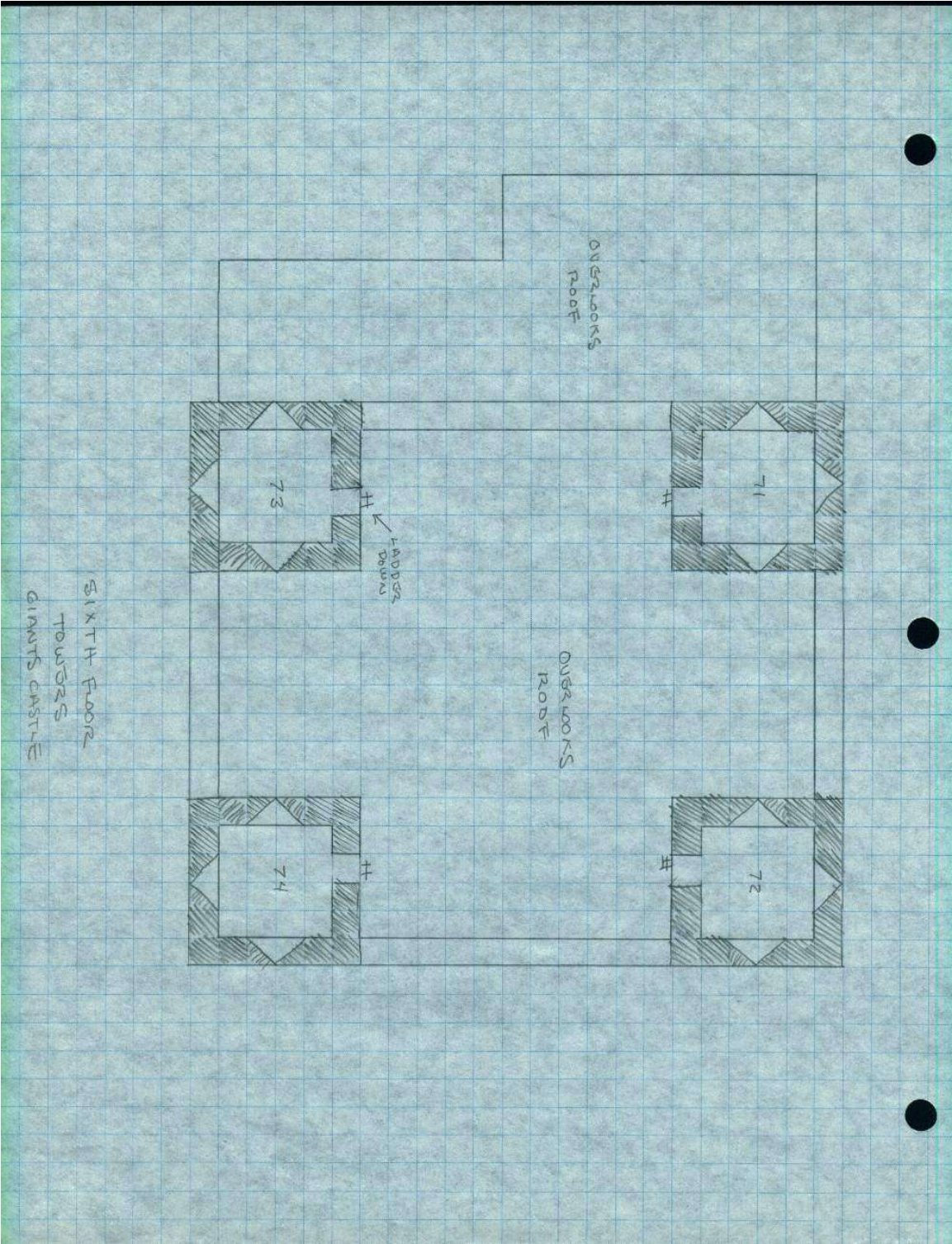
Gloomy Castle, The Gallery above the Great Hall



Gloomy Castle, The Bower, The Haunted Fourth Floor



Gloomy Castle, The rooftop



Gloomy Castle, Rooftop Towers