

# < THE DWARVEN HALL >

"...the dragon came back furiously; the horrible, malicious foe, bright with streaming fire..." - Beowulf



## Wandering Monsters

Check 1/hour (d12)

1. Nothing
2. Fire beetles or other vermin
3. Red kobolds + champion
4. Dwarven skeleton warriors
5. Wraith/shadow demon
6. Nothing
7. Nothing
8. Xorns or umber hulk
9. Helmed horror
10. Salamanders
11. Small red dragon
12. Nothing/demon grue\*\*

**\*\*Note:** On the second "12" result, the wandering monster is the Demon Grue, which is an unique demon that haunts the dungeon (see DARAKA demon entry in Tome of Horrors). The concept behind the Grue is to give the players a sense that something evil is stalking them, not to provide a monster for them to defeat.

There are a number of rune keys scattered throughout the dungeon that open specific doors, which cannot otherwise be opened.

## Rune Key Summary

Keys	Location
Yellow	Room #3
Orange	Room #5
Blue	Room #17
Red	Room #23
Purple	Room #27
Green	Room #34

## Room Key

1. Entry Hall - A small red dragon meets characters as they enter the tomb (role play opportunity).
2. Kobold Den - 6 red kobolds: 4 regulars, 1 sapper, lead by a red kobold champion (Barb6, wings/fly + Fire BW).
3. Secret Room - Mimic + 1 chest: **Contains Yellow Rune Key**, scroll of healing + 100 gold.
4. More Kobolds - 10 red kobolds: 5 regulars, 2 sapper, 1 wyrmshaman (Clr4), 1 wyrmmage (Sor4), lead by a champion (see above).
5. Locked Room - Need yellow rune key to open, contains 1 trapped chest (glyph of fire): **Orange Rune Key** & ring of fire resistance.
6. Secret Mirror Room - Contains a mirror that allows access to a secret vault. In the vault is an altar with +2 plate armour on it.
7. The Roper Room - A roper guards stairs going down to a lower room. Outside room, a fake door triggers a pit trap.
8. The Roper's Treasure - Stairs lead down to a vault with a number of dead bodies, along with a +2 long sword (+4 v. dragons) & 500 gold.
9. The Backway - Red Rune key to enter. Trap door leads to a hall with a secret door to the dragon's lair.
10. The Mead Hall - Large room with a number of tables and broken silverware everywhere.
11. Strange Storage Area - A number of new crates and barrels present. Hazard - green slime. Secret door leads to area 9.
12. Wine Storage - Room with a large wine rack. A number of fine wines are still in good shape.
13. Storage Area - Busted up crates and barrels with a cockroach swarm eating the dry goods.
14. The Accountant's Office - An office with desk and table that a shadow demon as taken up residence in. Desk: scroll protection from fire.
15. Lower Temple - Temple to the dwarven god Torag. 4 dwarven skeleton warriors. Altar: +2 holy warhammer & scroll of restoration
16. The Patron's Room - 2 dwarven statues with a concealed door behind one of the statues.
17. Halls of Heroes - Contains a number of dwarven statues & 4 gargoyles. **Blue Rune key** is hidden behind a statue.
18. Trapped Hallway - Middle statue is trapped with a crossbow trap.
19. The Heroes' Vault - a number of suits of dwarven armour along with a belt of dwarvenkind
20. Resting Room - A dead body is here with a number of arrows stuck in it. A fire beetle is in the process of eating it.
21. Kennel - A pair of hell hounds live in here, which are pets of the fire giants that lives in area 22.
22. Great Hall - 2 fire giants have taken up residence in here. North east door is locked and needs the blue rune key to unlock.
23. Treasure Vault - Need orange rune key to enter. 3 locked chests - **Red Rune key**, frost brand, wand of magic missiles.
24. Wrecking Crew - A pair of umber hulks are in the process of destroying this room.
25. Fire Giants Storage Area - This area serves as a storage area for the fire giants, and contains several large bags. 100 gp.
26. The Demon Spider Lair - 1 bebilith. The mirror serves as a gate for the bebilith to summon babaus (25% chance/round).
27. The Lower Vault - A pair of xorns have made their way into this room. Secret room with **Purple Rune key** & spike pit trap.
28. Salamander Lair - 4 salamander guards.
29. Split Room - Large room with lava and bridge. 4 salamander guards + 1 noble salamander (leader).
30. Chamber of the Deathknight - 1 dwarven deathknight armed with +3 unholy warhammer.
31. Deathknight's Treasure Vault - 2 fire snake guardians. Hidden bag of holding contains Rod of Lordly Might.
32. Spiral staircase leading down from 32A to 32B. Room is locked and needs the purple rune key to unlock.
33. Chamber of Fire - Noble salamander wizard and fire elemental. Treasure: Ring of fire elemental command.
34. Guard House - 1 dwarven skeleton warrior (the warden). Treasure: **Green Rune Key**.
35. Prison Cells - Need green rune key to open. Cells contain the remains of prisoners.
36. The Greeting Hall - 2 stone golem guards in the shape of massive lions.
37. The Dragon's Lair - 1 Adult red dragon Kratharax, & 10 red kobolds. Dragon treasure hoard. If characters sneak in through secret door, dragon would be asleep

## Map key

- 1 square = 10'
- Statue
  - Door
  - Rune locked door
  - False door
  - Trap trigger
  - Mirror
  - Crossbow trap
  - Spike trap
  - Trap door floor
  - Trap door ceiling
  - Water
  - Secret Door
  - Concealed door
  - Stairs down
  - Tree
  - Spiral staircase