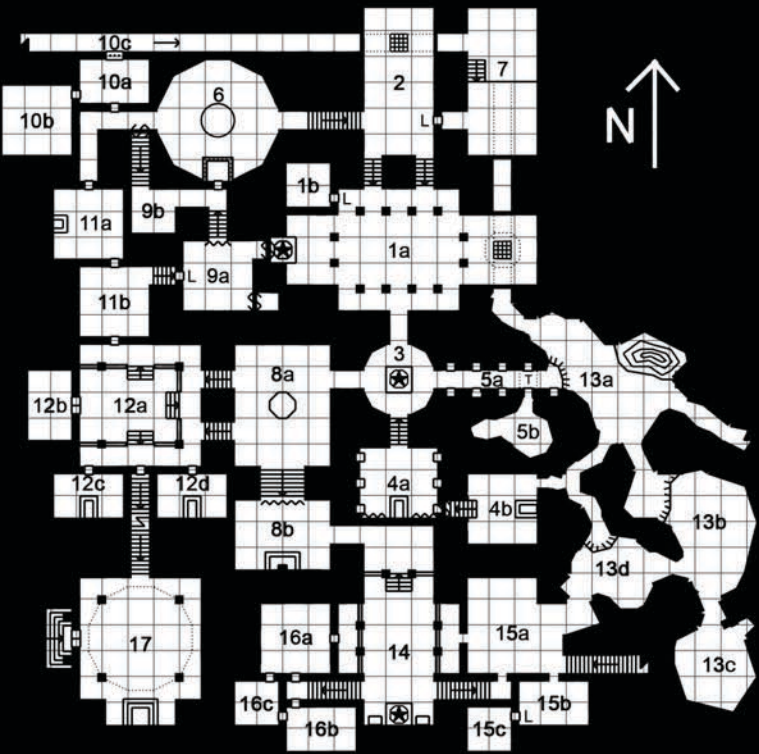


ESCAPE FROM THE HALLS OF MADNESS



"You have been drugged, bound and gagged. A sinister looking man in red robes smiles a toothless grin as he lowers you deep into the earth. Only partly awake, you hear a metallic sound when he shuts a trapdoor 100' above. Now, when you wake up, you are lying in a pile of bones. A faint light shines from the north. The ropes are quickly disposed of, but surviving deep beneath the city without weapons will be the real challenge..."

This adventure is intended for 0 or 1st level PCs. They awaken in a heap of dead bodies in the eastern part of #1a. The bodies are chewed at from below a grille in the floor. Each square on the map is 10'. Arrows point up.

Wandering monsters (1/6, every 2 turns)

- 1 - A ghoul in search for food to take to its lair in #13b.
- 2 - A giant spider hunts for food using its web laying ability. Living victims are taken to its lair in #15b.
- 3 - 1d3 grimlocks, armed with primitive axes (-1), hunting for food. They take victims to their lair in #16.
- 4 - 1d6 starved human survivors (lv0) with no light-source.
- 5 - 1d2 snifverblin looking for gems. They will torture to get what they want.
- 6 - The Sepulcher Demon (fights as Vrock) can be heard near the pit in #6. If the next check results in a wandering monster, the demon rises to this level.

Factions

- Ghouls:** There are three ghouls living in the catacombs. They are solitary hunters, paralyzing lone victims to take them to their lair in #13b. Ghouls fear grimlocks.
- Grimlocks:** These foul creatures hunt for living flesh, attacking even superior numbers. Their leader Urd the Malicious leads a total of 10 grimlocks from #16.
- Survivors:** Previous survivors are trying to survive throughout the catacombs. They are suspicious of outsiders, but might be persuaded to help.

1 (a) A 10' high statue depicting a demon snake coiled around a muscular man rises on the ceremonial dais. The door to the NW is locked. A 100' vertical shaft, which ends in a locked trapdoor, rises above a pile of bones. Underneath, a grate opens to a cramped and musty smelling tunnel. A faint light shines from the north. (b) Shelves filled with supplies: candles, torches, tinderboxes, dried food. There are also two hand axes.

2. The room is lit by a magical sphere floating above a large banquet table. The sphere cannot be moved, trying to do so results in 1d6 lightning damage. Ten skeletons sit around the rotten food and sour wine. The silverware is exquisite (1000gp). At the far end of the table sits the former lord Magnar, poisoned years ago. He has a gold signet ring (500gp), two iron keys (to #1b and #15c) and a magic dagger (+1, +3 vs. humanoids). The door to the east is locked. The skeletons do not animate.

3. In the center of the circular room is a black stone monolith 10' high. The stone resonates with a low murmur. Touching the stone brings visions of a serpentine demon and red robed cultists chanting the name "Orobas". Save vs. spells or go mad as per the confusion spell.

4. (a) The false crypt of Valefar the Fair. Murals on the walls depict Valefar and six beautiful women; half are light skinned and half dark skinned. They have black, fair or red hair respectively. Valefar is depicted kissing the one with dark skin and red hair. Small alcoves to the west and east hold similar 3' statues. A secret door behind the dark statue with red hair can be opened by kissing the statue. The sarcophagus is empty. (b) The true tomb of Valefar the Fair, who lies in his coffin holding the intelligent bastard sword Onsül (+2). A cramped tunnel leads to the east.

5. (a) Armed skeletons stand in funeral alcoves on both sides of the passage. They have rusty spears and chain armor (-1), but do not animate. In the marked spot is a trap set by Gorm the naked cannibal dwarf (dwf3), who jumps down from a cramped tunnel and fights with a bone club. (b) The hideout of Gorm with oil lamp, 5 x oil and ring of protection +1.

6. A 100' deep pit in the middle of the room leads down to the Sepulcher Demon's lair. On the south wall is a sturdy metal cage 10' from the floor.

7. Stairs lead down to an empty pool, where a green slime is lurking. Cramped tunnels lead south and west from the pool. The door to the west is locked. The metal shelves in the southern part of the room contain shovels, axes, picks and 5 flasks of alchemist's oil.

8. (a) Placing the statue from #11b in the depression on the altar activates the fountain in 8b. (b) A silvery liquid springs forth from the fountain if activated from #8a. Dipping normal weapons in the liquid makes them magical (+1). Drinking the water results in a save vs. death.

9. (a) The former study of Dantalion the demonologist. The door to the west is locked with a wizard's lock (lv17). Behind one of the shelves is a secret vertical passage rising 100' up to a deserted wizard's tower. In the center of the room is a reading stand with a Book of Infinite Spells. (b) Six moth eaten red robes hang from the wall.

10. (a) The door to the south is barricaded with furniture. Three human bodies lie in the room. Blood trails lead to a broken grille in the north wall. One of the bodies has a longsword of black steel (+1). (b) The door is barricaded from inside. A half crazed survivor named Bertha (wiz1) has made this her last stand. On the floor are two vials of black lotus oil. Smoking the oil puts one in a deep slumber for one turn, after which spellcasters restore their spells. (c) A cramped tunnel rises to the east.

11. (a) A well with rope and bucket. The water is refreshing. (b) The door to the east is locked with a wizard's lock (lv17). A small statue depicting a mermaid is lying on the floor.

12. (a) A necrophidius lurks in this ceremonial chamber. The doors to the south are painted with, from east to west: a heart, a clenched fist and a skull. (b) The floor is covered in coins (3000gp). (c) A coffer corpse rises from a crypt. (d) Skeleton with a cursed ring of weakness.

13. (a) A vast natural cavern with a pool of dark water and a cliff rising 10' to the west. In the pool is the key to #7. A natural tunnel leads deeper underground. (b) The nest of 1d3 cunning ghouls. The ghouls leave their paralyzed prey hanging here. (c) Ghoul treasure: 300gp, a gold necklace (500gp) and a dagger +2. (d) Empty room with a 10' drop to the north.

14. Desecrated temple and broken statue. Balconies 10' high on east and west walls. There is a 50% chance a grimlock is standing guard at the western balcony. Spider webs can be seen on the eastern balcony.

15. (a) Giant spider lair with webs everywhere. 50% chance giant spider is present. Stairs lead deeper underground. (b) A dying human captive, Rolfus, can barely speak. A nearby body is full of spider eggs that hatch when examined. (c) Locked treasure chamber with 2000gp and two random scrolls in a chest with a poison needle.

16. (a) Lair with 2d4 grimlocks. (b) Larder with human bodies hanging from the ceiling. (c) Grimlock chief Urd with treasure: 500gp and a shield +1.

17. The 100' long stairs end in a large chamber. Sunlight can be seen shining from the top of the domed roof. A madman, naked except for a yellow loincloth, sits on a throne. He calls himself the Yellow King. He wields a large club (1d6+2) and fights as a fr3. The door to the west leads outside to the streets of Uerth and freedom.