

# The Dungeon of Abkadev

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After finally imprisoning his nemesis **Abkadev**, your patron the wizard **M'nop** sends you from his own impenetrable tower to loot the enemy's lethal dungeon, equipping you with a magic orb to return you to him when you find the **Tome of Vyxz** and speak the magic words. As he recites them to you, the imprisoned Abkadev squirms...

☉=TORCH

## A. ENTRY HALL

Resist or suffer GLOOM.

## B. STORAGE

Mundane objects, and...  
...a FINE WEAPON!

## C. REFUSE ROOM

Filed with dangerous vermin  
...and hiding the IRON KEY.

## D. DEATH FROM ABOVE

Toxic nematocyst tentacles!  
Strange markings on the wall...



## R. FUNGUS PITS

Three special types grow:  
(a) Harmful, (b) Helpful (c) Humanoid.  
Take (a) or (b) and (c) attacks!

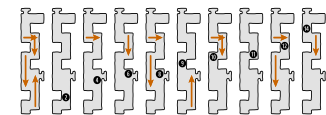
## S. SLIMES!

Wretched slimes fill this room  
which also holds a TREASURE!

## T. HALLS OF FIRE!

A map plaque explains:

Fireballs begin together.  
They repeat at 5,4,3, and 2 secs.  
in halls 50', 40', 30' and 20' long.  
You can travel 20' per second.



Where to stand at how many seconds.

## E. RIDDLING WATER

Receive a blessing or a curse.  
"Red, black or blue, it looks down on you..." ("SKY.")

## F. MIRROR MAGIC

Push the mirror (m) to (e) to create a door,  
or past (c) to release evil clones!

## G. DARK CHASM

20' wide and very deep.  
Find some way across.

## H. GUARD CHAMBER

2-in-6 they're expecting you...  
If so, they've hidden their treasures (t)  
including a CRANK for O.

## I. SKELETONS TRAP

The door closes behind you...

## J. THE DARK DEVOURER!

A deadly denizen...

## K. PRESSURE PLATES

"5/9" on the wall... Wrong tries deal minor damage. (See graffiti at D.)



Open the panel (p)



Release the horror (h)

## L. OPEN PIT – A strange crooked rod below... (a CRANK for O.)

## M. MONSTERS BENEATH – Down the pit to face foes and gain the great treasure seen through the GRILLE near G.

## N. COLLAPSE!! You can no longer go this way!

## O. RAISE THE BRIDGE

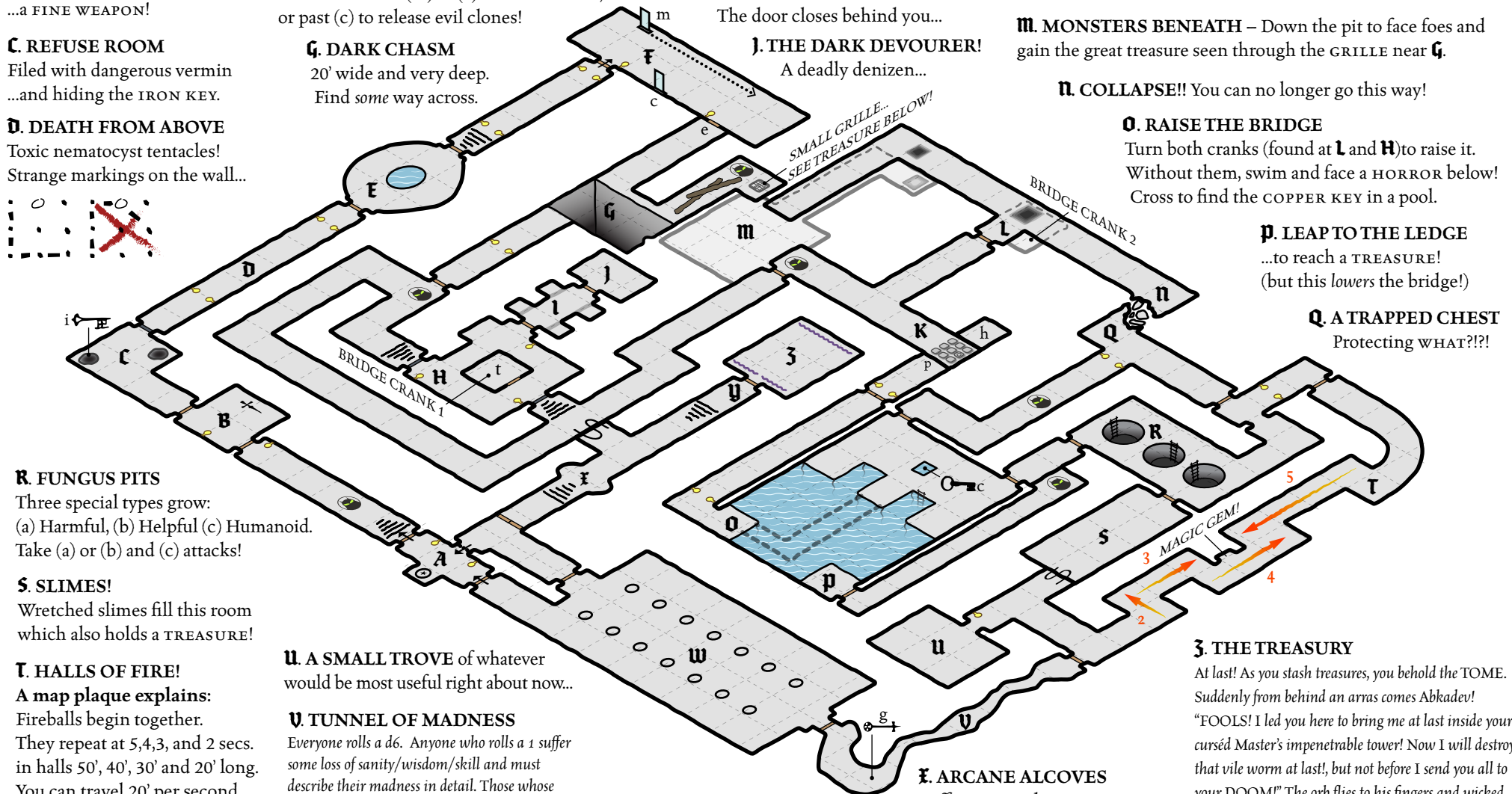
Turn both cranks (found at L and H) to raise it.  
Without them, swim and face a HORROR below!  
Cross to find the COPPER KEY in a pool.

## P. LEAP TO THE LEDGE

...to reach a TREASURE!  
(but this lowers the bridge!)

## Q. A TRAPPED CHEST

Protecting WHAT?!?!



## U. A SMALL TROVE

of whatever would be most useful right about now...

## V. TUNNEL OF MADNESS

Everyone rolls a d6. Anyone who rolls a 1 suffer some loss of sanity/wisdom/skill and must describe their madness in detail. Those whose rolls match each other ESCAPE. Those still in the tunnel must continue rolling until they match the original "escape" die roll. Turning back is madness: ignore anything but 1 for 2 rolls. Exit to find the GOLDEN KEY.

## W. THE GREAT GRIMN

Large, aggressive, deadly...  
It guards nothing but the bones of those who dared face it before.

## X. ARCANE ALCOVES

Suffer two random minor SPELLS.

## Y. LOCK OF THREE KEYS

Keys found at (i),(c), and (g) are the only way to open it.

## Z. THE TREASURY

At last! As you stash treasures, you behold the TOME. Suddenly from behind an arras comes Abkadev! "FOOLS! I led you here to bring me at last inside your cursed Master's impenetrable tower! Now I will destroy that vile worm at last!, but not before I send you all to your DOOM!" The orb flies to his fingers and wicked laughter reverberates as you find yourselves in a barren land facing a savage war band... You must ESCAPE FROM GHJEKL! (...next time!)

## Wandering Monsters

1-in-8 chance at places marked ☉

1. 1d4 Guards 2. Rust Monster 3. Slimes 4. Carrion Creeper 5. Giant Centipede 6. Monstrosity!