

THE ABSORBING EYE, for level 2-3, by Patrick Dolan

An underground gnomish manor recently rediscovered. The last known of home of the Absorbing Eye, a famous, reputedly magical, ruby, it's attracted treasure hunters from the surface and underground. All would kill for the ruby. In truth, there is no ruby but a pair of garnets which unlock a magical treasure.

Random Monsters. 1 in 6 chance every turn, roll 1d6:

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|----------------------------|---------------------------|
| 1 - 2-5 kobolds (rm 6) | 4 - 3-8 giant rats (rm 4) |
| 2 - 2-5 troglodytes (rm 8) | 5 - 1-2 shriekers |
| 3 - 1-2 gnomes (rm 5) | 6 - 1-3 gas spores |

1. **Entrance.** (See rm 2) Door ahead has handle but can open in or out. If pulled, door falls (1d10, save avoids). Pressure plates in diagonal passages (3 in 6 to release 2 spear traps, +4, 1d6).
2. **Guard Room.** 2 kobolds (AC 12, HD ½, hp 3, D 1-6, MV 6, AL LE). Movable planks in door allow javelin fire. Guards will go down trap door, emerge in east corridor and retreat to room 6.
3. **Anteroom.** Invisible treasure chest with 3,000 sp to left of south door, suspended 8 ft off of the ground. South door can be climbed to access it if opened inward.
4. **Storeroom.** 12 giant rats (AC 12, HD ½, hp 2, D 1-3 + 1 in 20 to cause disease, MV 12). Once 4 are killed, they retreat down gaps in floor to 1-ft dia. tunnels, which meander to each room.
5. **Secret Room.** 6 gnomes (AC 14, HD 1, hp 5, D 1-6 or 1-4+poison, MV 6, AL N) led by gnome **Nishvi** (AC 15, HD 3, hp 14, MV 6), armed with picks and weak (-4) poison darts (two each). They have 35 gp and a giant red gem (a garnet, 200 gp), which they will try to pawn off as the Absorbing Eye (apparent 5,000 gp value). They hide from the troglodytes.

Beyond hall door to south, the hall curves to right (north) and slopes downward, though ceiling remains level. It dead-ends after 25 ft with ceiling at 20 ft. A "secret door" is easily found at ground level on left wall, but is a trap. Pushing it "open" causes entire 25-ft passage to collapse (4d6, save for half). True secret door to room 5 is located 12 ft off ground, concealed by an optical illusion from below, but not from in front.

A downward sloping passage from the secret door in room 6 also leads to an unlocked door in the north of the room.

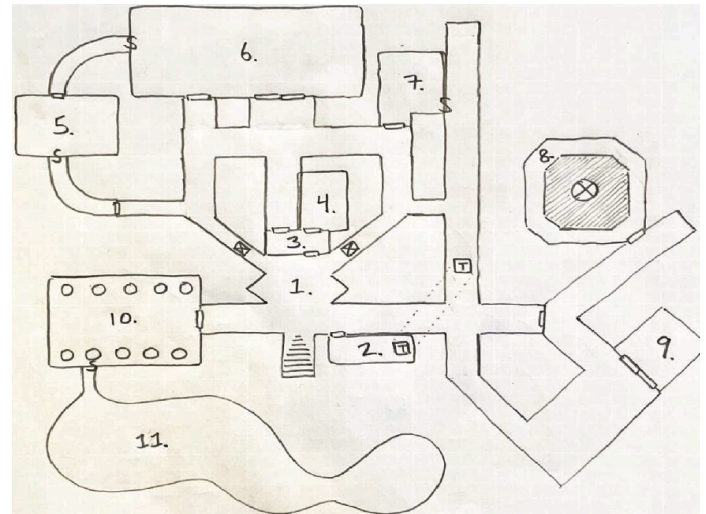
6. **Great Hall.** Vaulted ceiling, 15-ft high in middle. 11 kobolds (AC 12, MV 6, HD ½, hp 2, AT 1, D 1-4, AL LE) and their leader **Krose** (AC 1, HD 1-1, hp 4). Wary of all. They attack gnomes on sight. They will ally with troglodytes or others who know of a dragon's egg found in the underworld nearby.

South wall. Single door to west has been barred. Movable planks in door allow javelin fire if alarm raised. Three kobold guards outside double-doors to east will retreat inside after throwing javelins. Left double-door has movable planks and can be barred. Right double-door is locked; the key lost.

North wall. Bas-relief gnomish carvings in three sections: mining, an image of a sage-like figure seated on throne holding up a rod, and war with lizard-like creatures (troglodytes).

West wall. Secret door, located 10 ft off floor (see rm 5).

East wall. Secret compartment, 10 ft off floor, holds kobold treasure: 3 000 ep (gnomish), 2 000 cp, amethyst (300 gp).



Narrow corridors = 5 ft. Wide corridors = 10 ft.

7. **Bedroom.** South door spiked shut. 6 bandits (F1, AC 14, hp 6, D 1-8, MV 9, AL NE), led by **Toroom** (T3, AC 14, hp 13, AT 2, D 2-5/1-4, MV 12) and **Festimo** (F3, AC 17, hp 21, D1-8, MV 6) are planning a rescue of their 9th member, trapped in rm 8. Toroom has a **dagger +1**, **potion of climbing** and **potion of flying**, which she will only trade for the Absorbing Eye.
8. **Octagonal Room.** 2 ear seekers (AC 10, MV 1, hp 1, SA lays eggs which hatch in 4d6 hrs unless **cure disease**, 9 in 10 chance of death) inhabit door to room. 8 troglodytes (AC 14, HD 2, hp 9, AT 3, D 1-3/1-3/2-5, SA stench, SD camouflage, MV 12, AL CE) make enough noise to be heard outside. They taunt an injured fighter in a huge, spiked pit trap, 20 ft wide and deep. It opened around a gold statue of a gnomish hero (10,000 gp, 800 lbs), which now floats above it. One eye of statue is a giant red gem (200 gp garnet, appears as 5,000 gp ruby). Statue is magically immovable, but the gem can be pried out. Lever in wall of pit trap causes collapse of pit (4d6 to those within, 2d6 to those without, save for half). Magical gnomish runes hidden behind loose stones in wall of pit. If read, they raise pit floor, lower statue and dispel its immovability.
9. **Empty Room.** Only right door can open. Empty room with a towering 30 ft ceiling. An invisible statue of a sage-like figure (depicted in rm 6) holding a rod across its lap floats 15 ft above ground. It can be reached by an invisible staircase extending from the top of left door (8 ft off ground). Statue's eyes are missing. If the two garnets (see rooms 5 and 8) are inserted into statue's eye sockets, it becomes visible and a voice sounds: "Would you care to trade me your weapon?" Anyone can trade their weapon for the rod. It is a **rod of absorption**. If the gems are touched after the rod is taken, they fire death rays at two persons per round (save vs death ray or die).
10. **Empty Hall.** Walls adorned with 10 suits of plate mail. Rusted and unstable, they hold halberds in their left hands. If any suit is touched, 2 in 6 chance to collapse with a clatter. Rust can be seen on floor by second last suit on left. Behind it is a secret door, opened by rotating the left arm until halberd touches wall.
11. **Cavern.** 4 troglodytes (AC 14, HD 2, hp 9, AT 3, D 1-3/1-3/2-5, SA stench, save or lose 1 STR/round, SD camouflage, double chance to surprise, MV 12, AL CE) led by **Tremvom** (knows common, HD 4, hp 26, D 2-8, +3 to hit w/ javelin) waiting for others in rm 8 and guarding secret entrance to the underworld.

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