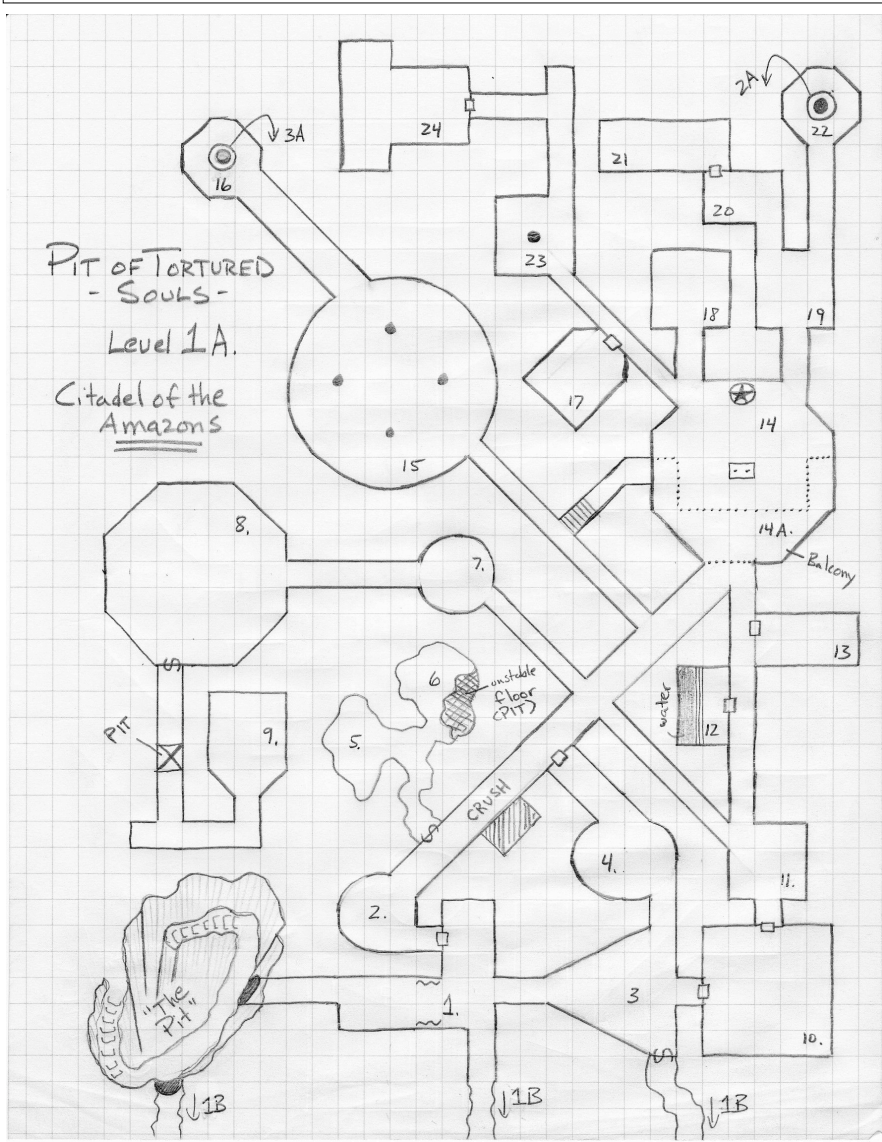


Pit of Tortured Souls: Level 1A – Citadel of the Amazons



Wandering Monsters: (2d6)

- 2 – Roll Twice
- 3 – Roll on Level 1B
- 4 – Roll on Rulebook Level 2 Wandering Monster Table
- 5 – Gnolls (1d6)
- 6 – Saber-Tooth Tiger (1)
- 7 – Amazons (1d6)
- 8 – Tigers (1d3)
- 9 – Amazons (1d6) + 1 Amazon lieutenant (HD 3+1)
- 10 – Kobolds (1d6)
- 11 – Naked Amazons (1d4)
- 12 – Roll on Level 2A

Restock: (1d6)

- 1 - Monster
- 2 - Monster & Treasure
- 3 to 6 - Empty (1in6 chance of hidden treasure)

Treasure:

- Silver 1d6 x 100
- Gold (50%) 1d6 x 10
- Gems/Jewelry (5%)
- Magic (5%)

Traps:

- Pit** – 10-ft deep covered pit. 1d6 damage.
- Crush** – crushing wall trap. 1d8 damage.

New Monsters:

Amazons (AC 7, HD 1+1*, MV 120, #AT 1 spear, D 1-6, Save F1, ML 10, AL C) Amazons are female fighters that serve the Ghou-Queen. When fighting male humans or human-like creatures, such as halflings, elves, dwarves, etc, they add +2 to their "to hit" rolls due to their ferocity. Amazons fight very efficiently as a group. They will attempt to take male captives for ritualistic castration and sacrifice and young females will be taken to be raised as Amazons. They typically wield silver headed spears.

Amazon Lieutenant (AC 7, HD 3+1*, MV 120, #AT 1 spear, D 3-9, Save F3, ML 10, AL C) As Amazons but also gain +2 bonus to damage.

Eldritch Zombies (AC 8, HD 3, MV 90, #AT 1, D 1-6, Save MU3, ML 12, AL N-C)** Undead. Immune to magic. When killed, they release a surge of magical energy in a 40-ft radius that causes 1d6 damage, save vs breath weapon for 1/2.

Mirror Riddles (room 18): (1d6)

1. A spirited jig it dances bright, banishing all but darkest night. Give it food and it will live; Give it water and it will die. **FIRE**
2. The man who invented it, doesn't want it for himself. The man who bought it, doesn't need it for himself. The man who needs it, doesn't know it when he needs it. **COFFIN**
3. The more that there is, the less that you see. Squint all you wish when surrounded by me. **DARKNESS**
4. They come to witness the night without being called, a sailor's guide and a poet's tears. They are lost to sight each day without the hand of a thief. **STARS**
5. The life I lead is mere hours or less, I serve all my time by being consumed. I am quickest when thin, slowest when fat, and wind is the bane of the gift that I bring. **CANDLE**
6. This is a light as a feather, yet no man can hold it for long. **BREATH**

Altar of Athena (room 14): (1d6)

Any male that touches the Altar of Athena rolls on the table below to see what happens to them:

1. Struck blind (as if a Continual Light spell was cast at the character's eyes)
2. Amnesia (forgets everything – including all class abilities)
3. Turned into a 6" tall statuette (Dispel Magic to reverse)
4. Polymorph into a pig
5. Ghastly boils appear on the characters face (Charisma is reduced to 4)
6. Disintegrated (save vs death ray)

Storeroom Contents (room 13): (1d10)

1. Dried fish
2. Vegetables/Fruits
3. Cloth
4. Hardware
5. Pottery
6. Leather
7. Herbs/Spices
8. Glassware
9. Ale/Wine
10. Candles/Oil/Torches

Pit of Tortured Souls: Level 1A – Citadel of the Amazons

Overview: Home to ferocious but comely female warriors that serve the Ghoul-Queen. They are the servants that are the most active in the wider world making raids, mainly looking for males to sacrifice and young females to raise as their own. Mounted torches light all hallways in the Citadel and rooms containing Amazons are lit by lanterns during daylight hours. Guardrooms are always lit.

- 1. Entry:** Two tapestries (125 gp each) showing Amazonian scenes. If they are disturbed, the statue in room **14** will call an alarm.
- 2. Guardroom:** Spartan furnishings. **3 Amazons** stand at attention. If attacked one will rush to room **4**. Each has 1d6 sp.
- 3. The Funnel:** If the Amazons know they are under a direct assault, they will trip the Crushing Wall Trap in the hallway to the northwest and mass their forces in this room. The room is empty.
- 4. Guardroom:** Spartan furnishings. **4 Amazons** stand at attention. If attacked one will rush to room **2**. Each has 1d6 sp.
- 5. Forgotten Workshop:** Cobwebbed covered masonry and carving tools. Floor littered with shattered crystals. A **Living Crystal Statue** has been trapped in this room for many years and is quite insane.
- 6. Unstable Cavern:** This room is empty. The floor along the eastern wall is quite unstable. If a person walks it, there is a 2 in 6 chance (+1 for each additional person) that the floor will collapse. Fall 10' taking 1-6 damage.
- 7. Gallery:** The walls of this room are frescos showing various Amazonian tales. The room is empty.
- 8. Barracks:** Tidy cots and footlockers; large table; crates of rations. **3-18 Amazons** will be present along with **1-3 Young Females** (HD 1/2) and there is a 2 in 6 chance of an **Amazon Lieutenant**, and a 2 in 6 chance of a **Tiger**. Each Amazon has 1d6 sp
- 9. Forgotten Laboratory:** Eerie chanting can be heard from around the corner before the room. Inside are **3 Eldritch Zombies** conducting a never-ending ritual. Smashed tables, worm-eaten books, broken glass litter the floor. If the Eldritch Zombies are disturbed, one will leave the ritual and attack while the remaining zombies continue the ritual. Among the ruined papers are a **Scroll of Detect Magic** and a **Cursed Scroll** (anyone reading the scroll will begin chanting the never-ending ritual and must do so ignoring anything that would stop them such as eating, drinking, sleeping, etc)
- 10. Barracks:** Tidy cots and footlockers; large table; crates of rations. **3-18 Amazons** will be present along with **1-3 Young Females** (HD 1/2) and there is a 2 in 6 chance of an **Amazon Lieutenant**, and a 2 in 6 chance of a **Tiger**. Each Amazon has 1d6 sp and stashed away in one of the footlockers are 4 gems (100 gp each).
- 11. Guardroom:** Spartan furnishings. **2 Amazons** stand at attention. If attacked they will yell alerting those in room **10**. Each has 1d6 sp.
- 12. Baths:** 2 in 6 chance of **1-6 Amazons** bathing. The waters in the bath will heal 1-6 hit points and there is a 10% chance of increasing a female's Charisma score by 1 or decreasing a male's Charisma score by 1 (one time only per person).
- 13. Storeroom:** Crates, barrels, boxes of foodstuffs, textiles, tools, etc. (see contents table) In total worth 200-1200 gp.
- 14. Temple to Athena:** 20-ft tall statue of Athena; large stone altar with iron shackles; 40-ft domed ceiling. 20% chance that a ceremony will be in progress, if so there will be **6-36 Amazons** and **1-2 Tigers** present (if not, the room will be empty but check for wandering monsters every turn). If there is a ceremony, there is a additional 25% chance that the **Amazon Queen** (see room **24**) will be here along with a male prisoner who is about to have a real bad day. The statue will call an alarm if the tapestries in room **1** are disturbed. There is also a 10% chance of Athena speaking through the statue if someone calls upon the deity in this room. Any non-sanctified male (eg. the sacrifice) that touches the altar will suffer an effect (see "Altar of Athena" table). Any Amazons here will be under the effect of a **Bless** spell. If the **Amazon Queen** is present the Amazon's morale will be 12. **14A** is a balcony that is 10 ft high and overlooks the Temple below. It is accessible from the stairs to the west.
- 15. Battlehall:** 50% chance of **2-12 Amazons** practicing melee combat (surprised on a 3 in 6 due to noise), if not there will be **4 Amazons** standing guard with **1 Tiger**. Tattered banners on walls; weapon racks contain a number of spears.
- 16. Sealed Well:** This well drops down to level 3A. It has a locked iron cover on it and the key is on the collar of the Amazon Queen's pet Saber-Tooth Tiger (see room **24**). The lock on the cover is trapped so that a hail of darts fire out of the NW wall doing 1-8 damage if someone tampers with it.
- 17. Treasure Room:** The door is heavy and locked. The Amazon Queen has the key. The lock is trapped with a poison needle (save vs. poison or die). A number of chests contain treasure worth 3,000 gp in total.
- 18. Hall of Beauty:** Walls are carved with curved female forms entwined in various activities. One the north wall is a gold-framed magical mirror. Anyone that looks in the mirror will be asked a riddle (see table). If the correct answer is not given the person's gender will be changed and they must reroll Charisma.
- 19. Trophy Room:** Contains battle trophies captured by the Amazons. On display are four pieces of jewelry worth 300-1800 gp each and the **Sword of Hilroy** (sword +1). Hilroy was a hero that appeared at a nearby town in time to defend it from an Amazon raid but was killed while driving the Amazons away. Anyone in the town has a 20% chance of recognizing the sword in which case all reaction rolls in the town get a +2 bonus.
- 20. Den:** There will be **1-3 Tigers** using this room as a den. There are a total of 5 Tigers in the Citadel. If some have been encountered elsewhere then it may be necessary to modify the number present here. Bones and straw litter the floor.
- 21. Prison:** The door is locked. This is the prison where male captives are kept. There will be 1-6 prisoners here. They will likely be **Normal Men** but, maybe not.
- 22. Well of Songs:** This well drops down to level 2A. It is the lair of **2 Harpies** that have a deal with the Amazons. The room is filthy and littered with the remains of their meals. Among the debris is a tiny decorative wooden box worth 50 gp.
- 23. Ante Chamber:** A **White Ape** is chained to the pillar in the center of this room. The chain has 20-ft of slack. The ape will scream and bang his chain at the approach of the party, possibly alerting the Amazon Queen in room **24**.
- 24. Quarters of the Amazon Queen:** This is the luxurious private quarters for the **Amazon Queen** (**AC 4, HD 4+1**, MV 120, #AT 1 spear, D 4-10, Save F4, ML 10, AL C**) and her pet **Saber-Tooth Tiger**. They will only be surprised on a 1 in 6 if the White Ape in room **23** makes a bunch of noise. The Amazon Queen has the **Spear of the Amazons** (spear +1) and the **Corset of Athena** (gives female wearer an AC of 4). She has the ability to cast **Charm Person** on one male once per day. There is a 10% chance that a male prisoner will be here under the effect of the **Charm Person** spell. She is a clone of Sidra, the Ghoul-Queen. Various furnishings are worth 300-1800 gp in total. The Amazon Queen has the key to room **17** and on the Saber-Tooth Tiger's collar is the key to the well cover in room **16**.