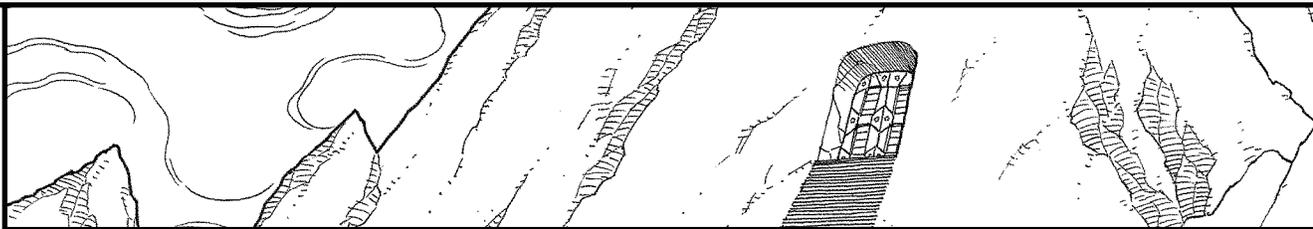


LEVEL

1



THE PATH OF MAVORS

1. ENTRANCE CHAMBER

Besides the stairs descending from the Red Gate, this room contains five doors (two of them side by side) and six statues. All of the doors are made of hard wood, reinforced with steel and none are locked. Five of the six statues depict distinct male figures in different poses, wearing archaic Thulian dress, but all with the exact same head and face—that of a haughty, bearded man with piercing eyes. Clerics and others with religious knowledge may recognize several of the figures as representations of various gods, such as Mavors, and the identical heads as being that of Turms Termax. These heads are not original to the statues and can be removed with a successful force doors roll (see *9. Secret Treasury*, p. 3 for more information on these removable heads). The sixth statue depicts an attractive but hard-faced woman in plain garb. She is Sarana, Turms's lover, who, legends say, disappeared shortly before his apotheosis.

2. GUARD ROOM

This chamber was once a guard room. Now, it's filled with dust and cobwebs. There are the shattered remnants of some wooden chairs and a weapons rack, but the room is otherwise empty.

3. RECEPTION HALL

This large room contains the remains of smashed wooden tables and chairs. Before the sealing of Dwimmermount, this place had been a hall for the reception of Thulian dignitaries and other guests of high rank, as evidenced by the faded frescoes and tattered tapestries on the walls. Currently, the hall serves as the temporary home for a scouting party of 7 recently spawned orcs that made their way to this level from level 2A (the laboratory).

Orc Scouts (6) [AL C, MV 120' (40'), AC 6, HD 1, HP 6, 5, 4, 2, 2, 2, #AT 1, DG 1d8, SV F1, ML 10]

Orc Leader (1) [AL C, MV 120' (40'), AC 5, HD 1, HP 8, #AT 1, DG 1d8+1, SV F1, ML 10]

4. STOREROOM

This storeroom is choking with dust and wooden crates that once contained dry goods that have long since rotted away. Anyone entering the room, must make a Dexterity check or stir up enough sufficient dust to cause all within a 10' radius to fall into fits of sneezing and coughing for 1d4 rounds. Each round of sneezing and coughing earns a roll to determine if wandering monsters are attracted by the sound, with the usual probability.

5. GALLERY OF MASKS

The walls of this circular room are decorated with six of Thulian war masks—demonic faces made of metal that could be attached to a helmet in order to terrify foes. One of the masks has been removed from the wall and lying on the floor are the skeletal remains of a man wearing a suit of battered chain mail armor. The remains have nothing else of value on them.

The masks are all trapped. Removing one of them without first deactivating a hidden trigger causes a poisonous gas to billow into the room, filling a 5-foot x 5-foot square immediately in front of it. The poison has grown weak with age, granting a +2 bonus to saves versus poison. Failure indicates death, however.

6. TROPHY ROOM

This large room once contained trophies commemorating Thulian military victories. There were plaques, statues, and other similar

Level 1 Map on p. 7



ornaments, all long since looted and removed to other parts of the fortress. There are indentations in the walls, shelves, and brackets that all give evidence to their former presence. Also in the room are the bodies of two dwarves, both quite fresh though cold to the touch. They wear chain mail and carry axes, but the rest of their belongings (if any) are no longer present.

7. VAULT OF SPOILS

The door to this room is made of iron and is locked (the key can be found in Room 25). Inside is a storehouse of valuable but commonplace trinkets seized by Thulian soldiers as spoils of war. In total, these trinkets are worth 8,000 gp and weigh approximately 500 lbs. Hidden amongst the trinkets are a *horn of blasting*, a *bag of holding*, a *sword +1*, and a treasure map (16,000 gp value).

Guarding the vault is a wight bound here by lingering but powerful magic that prevents its leaving the room.

Wight (1) [AL C, MV 90' (30'), AC 5, HD 3, HP 14, #AT 1, DG Drain life energy, SV F3, ML 12]

8. CHAPEL

This room is a chapel dedicated to Turms Termax in his guise as Mavors, god of war. There are six decorative columns in the room. Set into each of the columns is a sconce on which rests an eldritch bones. These magical creatures spring to life when someone enters the chapel and attack.

Eldritch Bones (12) [AL N, MV 90' (30'), AC 5, HD 1+1, HP 9, 8, 7 (x4), 6 (x3), 5 (x2), 3, #AT 1, DG 1d6+1, SV F1, ML 12]

Along the southern wall of the room is an altar made of marble. It's been badly chipped along its edges and the precious stones once set into it have been removed. It can be pushed aside to reveal a secret door leading into another room. Careful observers will notice evidence of the altar's mobility on the floor, thereby increasing their chance of successfully finding the secret door by 1.

9. SECRET TREASURY

This hidden room was once a treasury for the chapel. Though much of its former wealth was

Treasure

1.9—Secret Treasury
contains treasure; *Silver, Gold, Gems, Scarab of Death, & carved stone head*

