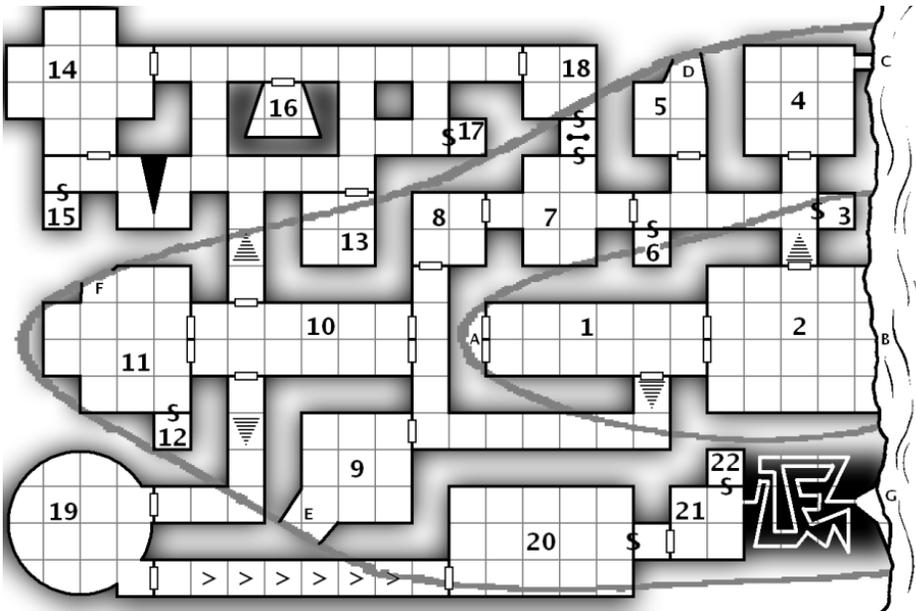


The Tomb of Oddli Stone-Squarer

Even in the days before the arrival of Man, the tomb of the great dwarven king Oddli, called the Stone-Squarer, was ancient. Carved into the very hillside, it was once larger, but much of the tomb was cleaved away, leaving only a sheer cliff. The erosion of the original burial mound has exposed several new entrances into the complex. It is now known primarily as a roost for stirges, which re-infest it as quickly as they can be killed.



Level 1

A: These ancient stone double-doors are unlocked, but usually barred from the outside. 1 in 6 chance every hour that someone wandering by replaces the bar.

B: A sheer drop to the waters 50 feet below. The terrain of the hill is 15 feet above the ceiling. Moss makes the climb treacherous in both directions.

1: Though cluttered with broken statues, a path has been established by the passing of many feet.

2: The floor is slick with moss and constant exposure to the elements. 8 stirges attack. The exsanguinated remains of a human fighter are clad in functional plate mail.

Level 2

C: A narrow twisty crawl.

D: Cave entrance hidden with underbrush, deliberately camouflaged by goblins.

E: Obscured cave entrance.

F: Cave entrance hidden by a painted tarp by brigands.

3: A not-so-secret room; the door is held ajar by the corpse of a goblin. He appears to have been killed by a poison dart.

4: A ruined giant beehive is now home to 4 giant carnivorous flies, and 5 giant centipedes scuttle among dead giant killer bees. The hive contains 100 pounds of honeycomb worth 250 gp.

5: A team of 7 goblins have set up camp here. If interrogated, roll on the Rumours Table. They have 20+1d12 sp each and a fire beetle in a wooden cage.

6: Secret room. A hibernating giant toad appears to be a boulder, but will attack if awakened. It has swallowed a silver bracelet worth 100 gp.

7: Littered with gnawed bones, both animal and humanoid; otherwise empty.

8: A rotten and malfunctioning wood golem sits in the corner, twitching harmlessly. If attacked it emits a loud piercing squeal (as per a shrieker.)

9: This is the burrow for 3 giant shrews. Their pelts are worth 50gp each if not too badly damaged.

10: Dwarven statues line this room. They are 8 animate crystal statues which attack all intruders. Each has an amethyst heart worth 25 gp.

11: This is the hideout for 12 brigands. They have 6 stolen cows (3 HD herd animals) in a makeshift corral in the south end of the room. The cows belong to a nearby rancher; he gratefully allows the party to use his barn as a base of operations if they are returned. The bandits have four large rolled-up tapestries worth 250 gp, and a huge tun of wine worth 500 gp.

12: Secret room. A gray ooze lurks here. A scattered set of a dozen obsidian game pieces is worth 100 gp.

Level 3

13: A large mosaic covers the walls. It depicts magical formulae sufficient to allow a magic-user to transcribe the *mending* spell into their spellbook.

14: This is the queen's chamber. Her royal guard of 9 skeletons remain loyal. The queen's diadem (worth 1000 gp) and a *girdle of giant strength* are in her tomb.

15: Secret room. The room contains 250 gold pieces covered with yellow mold.

16: This room has a small fountain in the south wall. Roll 2d6 on the following table if its waters are consumed:

- 2: Poison
- 3: Gaseous Form
- 4: Extra-Harm (3d6+3)
- 5: Harm (1d6+1)
- 6: Diminution (50%)
- 7: Delusion (roll again)
- 8: Growth (200%)
- 9: Healing (1d6+1)
- 10: Extra-Healing (3d6+3)
- 11: Invulnerability
- 12: Super-Heroism

17: Secret room. Green slime clings to the ceiling. A small emerald worth 150 gp is in the corner.

18: A nest of 5 ghouls resides here. They are ravenous. They carry 2d20 gp each, and one wears a grubby *elven cloak*.

19: This is the king's chamber. He is protected by 11 zombies. His tomb contains a gold sceptre worth 2500 gp and a *sword +1*. The door in the southeast corner will open only if King Oddli's bones are placed in his sepulchre here. The tunnel beyond slopes downwards 30 feet, but the slope is so cunningly-constructed as to be detectable only by dwarves.

Level 4

G: A small sea cave, only visible at low tide. 2 giant crabs frequent the area. The twisty passage (some 200 feet long) beyond is entirely flooded, although there's a small pocket of stale air at the halfway point.

20: This is the royal treasure room. On a mahogany table (worth 500gp) is piled 3000 gold pieces.

21: A band of 12 nixies take shelter in this small room, which floods at high tide but is otherwise clear. They each wear a pearl worth 50 gp, one of which is a *pearl of wisdom*. They know nothing of the rest of the complex.

22: The secret door has been further obscured by marine incrustation; it can only be detected with two consecutive 1's while searching. Within lies the fabled lost Stone-Squarer Crown. The value of its gold and gems is at least ten thousand gold pieces; its political worth to the dwarven clans is beyond measure.

Rumours (2d6)

2: The Song of Oddli relates that the king campaigned north, never to be seen again.

3: The waters in and around the tomb contain many dangers.

4: Many erstwhile explorers of the tomb have never returned.

5: Local ranchers report that their cows sometimes go missing.

6: The tomb yet contains a great treasure.

7: Many secret chambers are hidden within the tomb.

8: The tomb has long-since been looted of everything of value. (F)

9: A hive of giant killer bees menaces the area. (F)

10: The tomb's undead cannot be turned. (F)

11: The tomb is haunted by ghosts. (F)

12: A powerful vampire lairs in the tomb. (F)

Wandering Monsters (2d6)

2: Giant Rats

3: Giant Killer Bees

4: Fire Beetles

5: Giant Centipedes

6: Skeletons

7: NPC Group

8: Zombies

9: Goblins

10: Stirges

11: Ghouls

12: Wights



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