

# The Wizard in the Woods is Up to Something (Maybe)

**Entrance:** large empty cavern; ambient light from thousands of small holes in the ceiling, pathways lead in five directions.

## Circle of Non-circular Rooms Not Really in a Circle

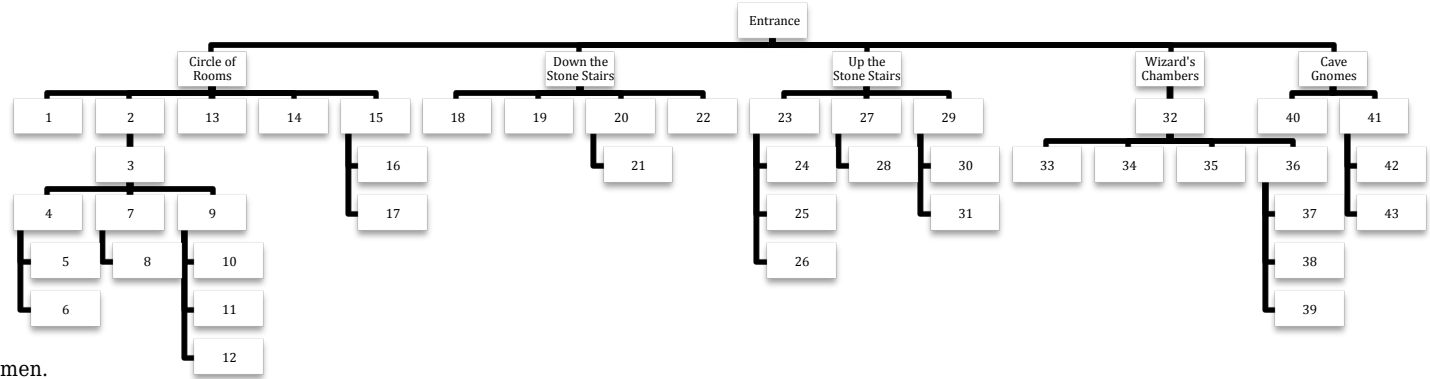
1. 2 angry badgers + 2,000cp.
2. 1 cave bear + scroll of *Demonic Kiss*.
3. Small twisted crawl way.
4. 5 cave gnome guardsmen.
5. 6 cave gnome guardsmen.
6. 10 cave gnome guardsmen.
7. 4 cave gnome guardsmen.
8. 3 cave gnome guardsmen + exit to surface.
9. 5 cave gnome guardsmen.
10. 1 cave gnome shaman + 2 cave gnome guardsmen.
11. Shrine to Pherosathoola, Petty Goddess of Sexual Fear. Jewel-encrusted ivory statue of goddess @5,227gp + misc. altar trappings and offerings @6,789gp.
12. Empty room. Walls covered in cave gnome script, repeating the same phrase "pamfoehtdinmforeemhcs".
13. 1 smelly half-wit hermit + 349gp worth of weird trinkets. Door to **area 17**.
14. 16 rabid ferrets (pets of smelly hermit). Large hole in floor to **area 18**.
15. 92 groundhog gremlins; each will quiver & double via instant mitosis in presence of owlbear.
16. Huge gremlin filth pile; 753gp worth of shit-covered jewels and shiny objects. Also, exit to surface.
17. 1 hibernating owlbear (worshiped by groundhog gremlins; pet of hermit), shiny items worth 1d10 x 112gp & corpse of dead halfling, half-eaten. Door to **area 13**.

## Down the Short Stone Stairs in the Corner

18. Tar pit encrusted with three feet of ferret filth from hole in ceiling from **area 14**.
19. Small niche with demonic statue @1,567gp; remove the statue and it springs to life and attacks, summoning 1d12 lemure demons.
20. Large, rough-hewn cavern with 167 mummified corpses, sorted and stacked by size. Roughly 456gp worth of small trinkets on the bodies. 37% chance party recognizes some body. Some bodies have been skinned.
21. Hidden room. Shelves and shelves of body organs in rough-hewn jars. 2 *Potion of Mummification*, 1 *Potion of Fearlessness*, 1 *Potion of Sexual Prowess*.
22. 1 harpy chained to wall; knows about bandits in **areas 30 & 31**. Also, small, partially obstructed locked door to long twisty hallway leading to **area 40**.

## Up the Stone Stair Spiral Over There

23. Empty room.
24. Empty room + small crawl way exit to surface.
25. 1d20 mummified cave gnomes.
26. Hatchery. 1d24 unhatched dog-sized eggs. 1d12 hatched eggs and 1d6 succubi and 1d6 incubi feeding on two dead bandits and 1d6 mummified cave gnomes.
27. Empty room.
28. 2 harpies chained to wall; sisters of harpy in **area 22**.
29. Empty room.
30. 19 nervous bandits + 3,000gp worth of stolen goods.
31. 3 nervous bandits + dead kidnap victim; appears to be son of local ruler. He has suffered recent disfiguring burns to face, hands, and feet. His pants are covered in sticky white fluid.



## In the Wizard's Chambers

32. Massive locked & triple-warded oaken door leads to wizard's main chamber, where he hangs out to write, think, and work on his master thesis, "*The Hive of the Corrupted Mind of Harzaar*," a bizarre mishmash of history, alchemy, fantasy travelogue and mad rantings written in manifesto form. The manuscript consists of several hundred vellum pages. 20% chance reading a page causes permanent -3 INT + permanent -10hp. The Church would probably like to see it destroyed, but it might be worth a hell of a lot to the right buyer.
33. Water Closet. Reeking chamber pot + pitcher of fresh water. 99% chance drinking the water causes *Flesh to Stone Disease*. Drinking chamber pot imparts permanent +3 to WIS.
34. Library. Stacks of books, shelves of knickknacks, tubes of scrolls, etc., piled everywhere. 30% chance of a useful scroll found in here; 40% chance useful scroll backfires when cast. 4,876gp worth of trinkets, jewels, various magician's claptrap.
35. Bedroom. Small cot occupied by Dawizard Indawoods, 18th level semi-chaotic MU; appears to be being tortured in his sleep (moaning and thrashing and humping the bed) while nocturnally emitting. He will wake if roused.
36. Pantry stocked with various foodstuffs to last 1d6 weeks.
37. Small niche holds scroll of *Abomination*, scroll of *Speak to Elder Gods*, and scroll of *Faster Suicide Kill*.
38. Locked secret door to small hallway.
39. Seriously bummed out lesser demon contained in magic circle. Secret door to **area 43**.

## Cave Gnome Village People

40. 1d30 cave gnome huts; 3d30 cave gnome warriors in ritualistic orgy; chanting. Various trinkets and jewels @11,460gp. At least 3 exits to surface + long twisty hallway to **area 22**.
41. 3 cave gnome shamans, 3 cave gnome warriors, 1 cave gnome king, 1 cave gnome queen, 1 shifty-looking halfling merchant wearing ruby pendant.
42. Shrine to Pherosathoola. Large ivory statue of goddess covered in cave gnome script of same phrase as in area 12. Speaking phrase in front of statue 3x teleports speaker to **area 12**.
43. Scriptorium. 1d12 cave gnomes copying pages from manuscript from **area 32** in harpy blood ink by torchlight. Barely alive harpy chained to wall. 1 skinned harpy. 2d24 yards tanned harpy skins @127gp per yard. Secret door to **area 39**.