

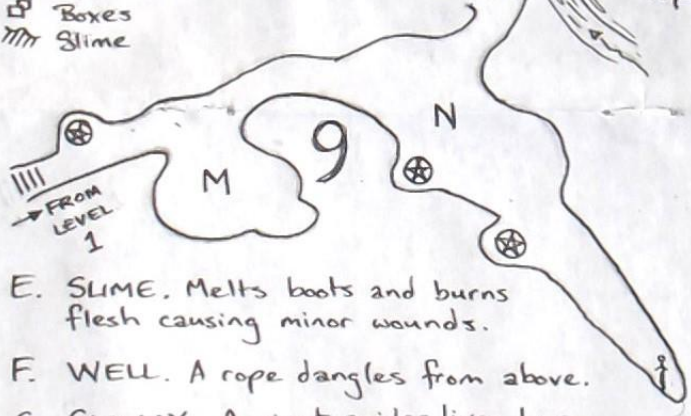
High atop a mountain crag the sprawling ruins of Castle Blackhawk dominate the crimson skyline. The remains of a crumbling tower points heavenward. At its base, stairs descend into the depths...

## Beneath Castle Blackhawk

**Dungeon Key**

Well	Boat
Door	Statue
Stairs Down	Chest
Stairs Up	Font
Secret Door	Barrels
River	Boxes
Desk	Slime
Chair	

- A. GRAND ENTRANCE. To the north are the Double Doors of Doom. The eastern door is magical and unbreakable-but may be burned down. The western door is ajar.
- B. FOOD STORES. Barrels and crates.
- C. EQUIPMENT. Random useful items, nostrums and nick-nacks. EXIT.
- D. RATS! River, boat, rope.



- M. FORGE. Nine evil dwarves work here.
- N. DRAGON'S LAIR. A baby red dragon rests on a huge pile of treasure. Her mother is just outside, catching fish.
- STATUES. Petty Gods in polished brass. Each has 1d6 precious gems and sockets for 1d3 more. Placing a new gem in a socket grants a blessing.

- E. SLIME. Melts boots and burns flesh causing minor wounds.
- F. WELL. A rope dangles from above.
- G. GLOOMY. A giant spider lives here.
- H. MAGIC MOUTH: A talking shield hangs on the southern wall. Removable but cursed.
- I. DEM BONES. A dozen skeletons attack! Floor covered in Slime (as E.) and a magic fountain is on the northern wall. Inscription reads: DRINK OF THIS AND TAKE THY FILL FOR THE WATER FALLS BY THE WIZARDS WILL Drinker rolls 1d6 and is polymorphed into a:  
1. Bugbear 2. Goblin 3. Kobold 4. Gremlin 5. Orc 6. Hobgoblin - This magical transformation alters physical attributes accordingly.
- J. EMPTY ROOM. No, really. Nada. Zilch.
- K. MINION RECRUITMENT. Handled by Grunash the Troll. "Xenopus needs you!"
- L. EMERGENCY SPELLBOOK. Xenopus paperback; Floating Disc, Web, Suggestion.

### Wandering Louts

1. Disillusioned Gnome
  2. Heroic Henchman
  3. Whole Half-Ogre
  4. Pious Barbarian
  5. Berserker Paladin
  6. 4d6 Ninja Ratmen
- ‡ SWORD of VOK Wielder receives +1 on ALL dice rolls.