

THE TOWER OF ZENOPUS



A Classic Dungeon (Developed)

The Ruined Tower of Zenopus is a classic introductory dungeon, originally published in 1977 as part of the DUNGEONS & DRAGONS BASIC SET. Graphics are public domain.

A dungeon scenario for 4-6 adventurers

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BACKGROUND FOR REFEREE & PLAYERS

*Zenopus was a mighty mage
Who learned the lore of a lost age.
Tunnels he built and dungeons deep
And gold he claimed to covet and keep,
Until the night his Doom befell
And bore his soul to horrid Hell.
From then till now his halls lie bare
And treasure waits for those who dare
— old song*

Background

One hundred years ago, the sorcerer Zenopus built a tower on the low hills overlooking Portown. The tower was close to the sea cliffs west of the town and, appropriately, next door to the graveyard. Rumour has it that the magician made extensive cellars and tunnels underneath the tower. The town is located on the ruins of a much older city destroyed during the God-Wars and Zenopus was said to excavate in his cellars in search of ancient treasures.

Fifty years ago, on a cold wintry night, the wizard's tower was suddenly engulfed in green flame. Several of his human servants escaped the holocaust, saying their master had been destroyed by some powerful force he had unleashed in the depths of the tower.

Needless to say the tower stood vacant for a while after this, but then the neighbours and the night watchmen complained that ghostly blue lights appeared in the windows at night, that ghostly screams could be heard emanating from the tower at all hours, and goblin figures could be seen dancing on the tower roof in the moonlight. Finally the authorities had a catapult rolled through the streets of the town and the tower was battered to rubble. This stopped the hauntings but the townsfolk continue to shun the ruins. The entrance to the old dungeons can be easily located as a flight of broad stone steps leading down into darkness, but the few adventurous souls who have descended into crypts below the ruin have either reported only empty stone corridors or have failed to return at all.

Other magic-users have moved into the town but the site of the old tower remains abandoned. Whispered tales are told of fabulous treasure and unspeakable monsters in the underground passages below the hilltop, and the story tellers are always careful to point out that the reputed dungeons lie in close proximity to the foundations of the older, pre-human city, to the graveyard, and to the sea.

The Hook

The stairway from the surface leads 25 feet straight down and ends in the corridor marked START on the Referee's map.

Portown

Portown is a small but busy city linking the caravan routes from the south to the merchant ships that dare the pirate-infested waters of the Northern Sea. Humans and non-humans from all over the globe meet here. At the Green Dragon Inn, the players of the game gather their characters for an assault on the fabulous passages beneath the ruined Wizard's tower.

Rumours (d8)

1. The Doom of Zenopus still haunts the tunnels and cannot be killed (*misleading*)
2. The ghost of Zenopus haunts the underground tunnels (*false*)
3. Evil cultists meet underground to celebrate hideous rituals (*false*)
4. Local criminals use the tunnels to hide their ill-gotten gains (*true*)
5. Lemunda the Lovely, daughter of the local lord, is missing (*true*)
6. Zenopus built the tunnels as a maze to imprison a demon (*false*)
7. Zenopus' tunnels connect to the ancient cemetery (*true*)
8. Brubo the Hooded is a Constable, employed by the Portown authorities to keep trespassers out of the dungeon (*true*)

The Dungeon Constable

'Dingleman'

A 'Dingleman' or Dungeon Constable polices a dungeon estate, keeping trespassers away and warning neighbours if monsters emerge.

The Portown authorities have appointed a Dingleman to guard the site of the dungeon and keep away trespassers. His duties also involve watching over the neighbouring cemetery for graverobbers or undead.

Brubo the Hooded is an ageing Berethenu Knight (the low Hit Points reflect his age), a retired adventurer in studded armour with gaps in his teeth and a long dirty grey beard.



Brubo the Hooded

HP 8, DV1 3, DV2 3 (AP 30), AV 3, Quarter Staff for 1d8, ST 8+, SPD 2., 45 SPTS Brubo wears studded armour.

- Read/Write, History (Zenopus), Binding, Field Repair, Jeweler 40%, Melee Weapon 3, Magic (Berethenu) 3
- Carries a tinder box, lantern, 2 flasks of oil, 2 binding kits, 1 studded repair kit, healing root, jilda weed, rope, sausages
- Spells: LVL 1 (7 SPTS): *Courage* (20m, ST+4), *Determine Magic* (25ft), *Minor Turning* (70%, 30min, 2d6), *Prevent Death* (15min, 20ft), *Protection from Undead* (20ft dia, 30min); LVL2

(14 SPTS): *Armour* (20AP, 20min), *Parrying*, (15min, 15ft), LVL 3 (21 SPTS): *Cure Disease* (50%), *Discipline* (11min, 10ft), *Divine Heal* (4HP, 10ft)

He's accompanied everywhere by his loyal companion, a grizzled old Guard Dog named **Feg** (likewise frail with age):

Feg

HP 12, AR 3, 10AP, AV 3, Bite for 1d6, ST 14+, SPD 4 Feg wears padded armour.

- Tracking 75%

Brubo lives in a small cottage between the dungeon entrance and the cemetery. He patrols the area around the dungeon entrance to chase away trespassers but won't offer violence. He's too honourable to bribe. He will direct Chartered Adventurers to the stairwell and cackle about the endless corridors, the perilous graveyard, the sunken city of pre-human origin.

Unchartered adventurers must wait until Brubo is patrolling the cemetery before they sneak into the dungeon. If Brubo apprehends trespassers, they face a night in the stocks and confiscation of all treasure. If they keep returning to the dungeon, they will earn Brubo's grudging respect and he will increasingly turn a blind eye to their movements, especially if they deal with the **Pirates**.

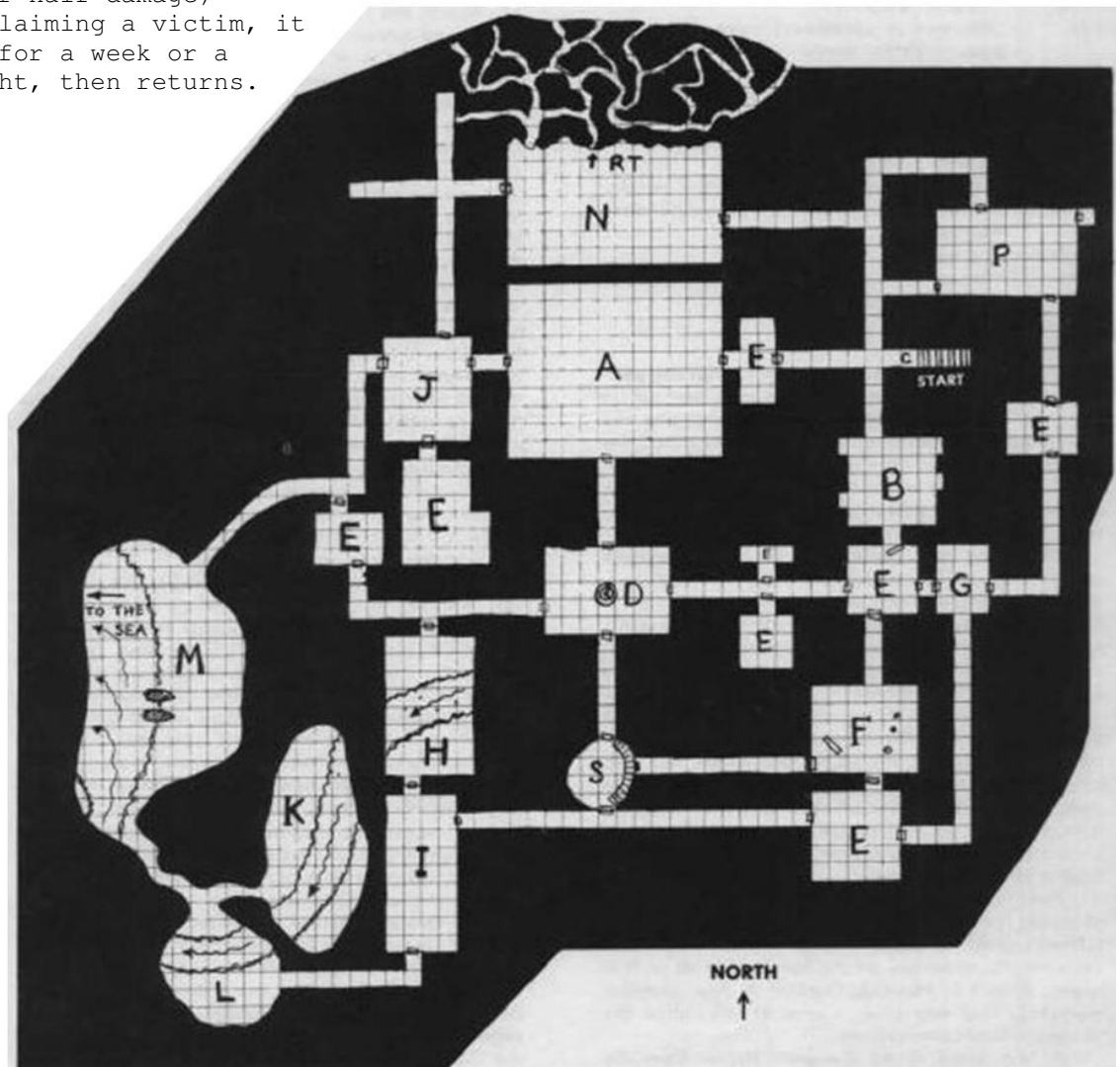
Inside the dungeon, Brubo can be encountered as a **Wandering Monster**. He can help the party out against undead and carries a string of sausages to distract **Giant Rats**. He has been enchanted by the **Magician** in **Room F**: he will direct or chase adventurers away from that area and fight to protect his master. On the other hand, he's a keen enemy of the **Pirates** in **Room M** and will assist even trespassing unchartered adventurers against them. Brubo knows about '**Zenopus' Doom**' but will only discuss it with adventurers on a very positive (96+) Reaction Check unless they have already encountered the Dungwala, in which case respect (76+) will persuade him to open up about the monster.

'Zenopus' Doom'

The Dungwala is a fearsome monster that can be encountered as a Wandering Monster within the dungeon.

Brubo knows the following rumours:

1. The Doom is a Dungwala, an accursed Mist Spirit of an elder time that Zenopus summoned or awoke
2. It is NOT undead, so Brubo flees from it and advises adventurers to do the same
3. It is vulnerable only to magic, and even then it ignores all but the mightiest of attacks (Brubo's *Discipline* spell makes an ordinary weapon magical, so it can harm the Dungwala, but only for half damage)
4. After claiming a victim, it sleeps for a week or a fortnight, then returns.



THE ZENOPUS DUNGEON

What Zenopus found and Zenopus knew
We folks can only wonder
But Zenopus' Doom then Zenopus slew
And burst his tower asunder.
— old song

A. The Barracks

25' high

This is a large room, 120 by 100 feet. There are doors in the east, west and south walls. The room is furnished with rough tables and benches and as many beds as there are occupants. The occupants are **Higmoni**.

There are at least three Higmoni. The Referee should increase the number of Higmoni if the party of adventurers is a large one - i.e. if more than three are in the party, have five Higmoni, more than five, seven or eight Higmoni, etc. Alternatively, set the number of Higmoni to be the number of PCs +1d3.

Higmoni

HP 13, DV1 2, DV2 2, 6AP 3SP, AV 1, Sword for 1d6 damage, ST 13+, SPD 2. Higmoni wear padded armour and carry wooden shields.

- One carries Healing Root
- One carries a padded repair kit
- One carries a binding kit

Higmoni tactics

If half their number is killed, the other(s) will try to escape through one of the doors or surrender. If surrender is accepted, the captured Higmoni will offer to lead the party to a treasure but will, in reality, try to guide them to one of the dangerous trap rooms (such as the **Spider Room J**) and then run)

There are small wooden chests under each bed and several leather sacks hanging on pegs along the wall. Most of the sacks contain junk, dirty clothes, old bones, etc., but two contain coins, **500 silver pieces each**.

There are several cloaks hanging on pegs and in a pocket of one cloak there is a magical **potion of growth** in a glass vial (as the Grom Knight spell, p165, but lasting 30 minutes). One of the chests contains an additional **2000 silver pieces** but the chest is booby trapped and an opening releases **a cloud of sleep gas** filling an area 6 X 6 X 6 feet.

Sleep gas

Anyone within this area who fails to make his Saving Throw against Poison falls deeply asleep for 10-60 minutes (reduce by 10 minutes if Stamina 9.0+).

B. Skeleton Room

2-3' wide and 4' high

This is a 50' x 50' room with a north door and an open door at the south end. The four deep niches in the walls can be seen from the north doorway but they are covered with cobwebs and nothing can be seen within them. The room is totally dark and the floor is covered with an inch of undisturbed dust.

There are **four skeletons** in the niches.

Skeletons

HP 11, DV1 4, DV2 4, AV 2, 1d6 bony fist, ST 16+, SPD 4. Half damage from edged/piercing weapons (rounded down).

Skeleton tactics

They do not attack unless someone advances over ten feet into the room, then they all rush out and attack until destroyed or repelled.

There is no treasure in this room.

C. Empty Corridors & Wandering Monsters

10' high

This is an empty corridor. All corridors in this dungeon are 10 feet wide and 10 feet high. (The Mage's secret corridor, **S to F**, is 5 feet by 5 feet.) At the end of every 30 minutes a Wandering Monster is likely to appear if the PCs are travelling in a corridor:

1. The **Higmoni** from **A** patrolling the dungeon (if the Higmoni have been defeated, restock room **A** with the same number of new recruits)
2. The **Mage** and his enspelled **Warrior** from **F**, searching for treasure. The Warrior will engage the party while the Mage flees. If they have already been defeated, then the escaped **ape** (from **S2**) will be encountered
3. **2-8 Giant Rats**, scavenging for food (c.f. room **G**)
4. **Four pirates**, searching for their lost friend (the Warrior from **F**); see **M** for more about the pirates

5. The **Maghoul**s from **P**, haunting the dungeon. If they have been destroyed, restock room **P** with fresh Maghoul's from the catacombs
6. Zenopus' Doom: a **Dungwala** haunts the dungeon (**HP 32, AR 5, AV 6**, Save vs Death or be paralysed with fear for 2d6 minutes, then suffocation for 1d4 actual each minute, **ST 5+, SPD 5**); the other dungeon-dwellers go in terror of this spirit since it can only be harmed with magical weapons. After killing a victim it vanishes and becomes dormant for 3d6 days. If rolled during this time, treat as 'Nothing'
7. **Brubo the Hooded**, the Dingleman, makes his rounds with his lantern, accompanied by **Feg**, his Guard Dog.
- 8-10. Nothing, but the Referee can introduce a ghastly scream or mysterious blue lights in the distance

D. The Statue Room

12' high

An almost empty room with a 6 ft. tall stone statue in the centre.

There is a door in the middle of each wall, north, south, east and west. The statue is facing the door by which the party just entered.

Doors to this room always open from the outside, but at the same time the statue will rotate on its base to face the opening door. Once it has been opened, the door starts to slowly shut, activated by a powerful spring in the hinges – it will stay open to allow the party to enter. The door opens outward into the corridor.

From inside the room all doors are firmly held shut except the one the statue is facing – that door can be easily opened.

To open any door, the statue must be rotated on its base (it turns easily) until it faces the door. Then the door opens easily. Doors can not be forced open, they are held by the equivalent of the Enchanter spell *Barrier* (p121).

E. Empty Room

12' high

Room E is always an empty room. The size of the rooms and the number of doors is variable, as shown on the Referee's map.

F. Mage's Room

15' high

This is a Mage's room. He is **Mezron the Mysterious**, a Dunnar Enchanter who has been trying to take over the dungeon level. The room is 50 by 60 ft. There is a large door in the south wall and a smaller one in the north wall. The Mage himself is standing behind a work table in the southwest corner.

Mezron the Mysterious

HP 9, AR5, AV 2, Dagger for 1d4, ST 11+, SPD 2 Mezron is unarmoured but protected by his *Magic Robes*

- Read/Write, History (Zenopus), Binding, Jeweler 50%, Leadership 45%, Melee Weapon 1, Magic (Enchanter) 2
- He carries a *Ring of Levitation* (as the Elementalist spell p104, once a day for 12 minutes).
- Spells: *Literacy*, *Magic Lock*, *Mystic Robes* (on himself), *Friendship* (on the warrior and on Brubo the Dingleman), *Glyph of Fire*, *Strengthen Armour* (cast on Bru Preslap's armour)

Mage tactics

When caught in this room he will

- direct the warrior to attack using his Leadership skill to ad +1 to AV
- try to exit through the secret door behind him to reach his Tower and his *Wand of Petrification*
- (While doing this there is a 50% chance that he will drop the magic ring)
- If he can get out the door, he will activate a *Magic Lock* spell on it (minus 30% chance to use Open Locks on it) and run up the stairs to his tower.
- He will return in 5 rounds (10 if he dropped the ring) armed with the Wand



Near him is a warrior whom he holds under a *Friendship* spell. Actually this man is **Bru Preslap**, one of the smugglers from the sea cave (**room M**) whose curiosity allowed him to wander too far into the underground.

Bru Preslap

HP 15, DV1 5, DV2 5, 42 AP, AV 3, Broadsword for 1d8+1, ST 12+, SPD 3

Chainmail is enchanted so it takes half damage from weapons

- Read/Write, Melee Weapon 3, Tactics 34%
- He carries a magic + 1 **broadsword** and a jewelled belt (stolen) with rubies worth 500 gold pieces

Warrior tactics

He will attack fiercely on command from the Enchanter. However, if confronted by **Lemunda the Lovely** (see **room M**), his feelings for her entitle him to another Saving Throw vs Magic and additional Saving Throws if he is ordered to attack her.

The rest of the room is occupied by 3 stone statues of men. They are men turned to stone by the Mage with a special wand which he has in his tower. He will use the wand on anybody entering his hideaway.

G. Gloomy Room

10' high

Piles of rocks and rubbish four feet high cover the floor. There is a door in the centre of every wall except the north. There are **2-8 giant rats** in the room, but they are hiding in the shadows and not easily seen: a successful *Observation* skill roll is needed. They will attack if the room is entered.

Giant Rats

HP 3, AR 2, AV 1, Bite for 1d2, ST 18+, SPD 4

The rats have a treasure: concealed in a mass of old bones, chewed leather straps and bits of armour in its nest is a belt attached to which is a **silver dagger** (50 gold piece value, this could be a Necromancer spell component) in a sheath and a bag containing **50 gold pieces**. It takes 10 minutes of careful searching in the refuse to come up with these things.

H. Underground River

20' high

A room 80 by 50 ft, with doors in the north and south walls. There is a river running through the room, 50 ft. wide. It enters and exits through holes in the east and west wall with less than a foot of air space over the water. The channel is 10 feet deep and the current is swift.

Crossing the river

Anyone falling in will be swept away unless he has Strength 10.5+. PCs in metal armour will sink to the bottom if they fall in. They may be able to shed their armour (50% chance) in one minute and get to the surface. The current will deposit anyone swept away in **room K** after 1d10 minutes. Being dragged under the rock wall between rooms is dangerous. Anyone with a Stamina 9.0+

or better will survive unhurt, others run a 50% chance of taking 1d6 actual damage from drowning.

The walls are fitted granite blocks as is the ceiling 20 feet above. The floor is also rock which is 15 feet wide on each bank and the drop into the river is sheer. The Referee will have to evaluate the characters' attempts to cross.

I. Sundial Room

12' high

Doors in the north, south and east walls give entrance to this room.

In the centre of the room is a bronze sundial on a low pedestal. Set into the stone of the west wall is a bronze mask, about the size of a manhole cover. The eyes and mouth are shut. Below the mask, in common language, is an inscription:

"I'll answer questions, one, no more. I never speak till it be four."

The magic is activated by shining the light of a single torch, lantern, etc. on the sundial so the shadow of the gnomon falls on the numeral 4. The bronze mask then opens its eyes and says:

"Speak, I'll answer."

It will give a reasonable answer to any brief, pertinent question and then say:

"I've answered one, now go away. I will not speak again today."

Since the shadow has to be held on 4, there is little chance of triggering the magic accidentally, even by walking around the sundial with a light.

J. Spider Room

25' high

A room 60 by 50 feet. The ceiling is out of sight in the darkness but there are large spider webs in the corners. There are doors in the middle of all 4 walls.

A **giant spider** lurks in the darkness of the roof, thirty-five feet above. He will drop on unwary adventurers.

Giant Spider

HP 21, AR 4, AV 6, Bite for 1d4 + Poison for 1d6 if Saving Throw failed, ST 13+, SPD 5

Spider tactics

If the party enters and does not see the spider, the monster will select a

victim (choose randomly) and try to drop on top of him.
If the spider makes his first hit (against DV2) he has dropped on the character and knocked him down. If he misses he lands beside the victim on the floor and the battle proceeds from there. If the spider gets a knock-down, it is a surprise (naturally), and the spider gets the next blow. The character knocked down makes his first hit with a -2 AV, after that he hits normally.

There is no treasure in this room, but a magical **+1 Dagger** is imbedded in the spider's body (evidently a souvenir from some previous battle); it can be found only if the beast is cut open.

K. Cavern

10' high

A cavern, irregularly shaped, with the river running through it. There is a shallow beach where flotsam from the river is deposited. There is an exit to the west. The cave is completely dark, characters without lights or Heat Vision will have to feel their way out.

L. Glowing Cavern

10' high

Another cave with the river running through it. There is phosphorescent fungus (Peysha Mold) growing on the rocks, so anyone can see without lights. A character with the *Plant ID* skill can harvest 1d6 measures of Peysha Mold (pp35-6). There are east and west entrances on both sides of the river to the sandy beach. The river is only 3-4 feet deep at the centre of the channel and can be forded.
There is a **Dweller** concealed under the sand on the south beach. This enormous beetle will attack anything that moves on either beach.

Dweller

HP 22, AR 4, AV 5, Pincers for 1d3 actual each minute, ST 10+, SPD 5

M. Sea Cave

20-50' high

A large sea cave with entrances to the north and south. There is a sandy beach, on which are drawn up two row-boats. The entrance to the sea is to the west about 500 feet. If it is day up above, the cave will be dimly illuminated by sunlight coming through the tunnel. If it is night, torches in the hands of the occupants will shed a dim glow.
The cave is used by smugglers and pirates. There are **four pirates** present now, sitting in one of the boats, talking.

Pirates

HP 14, DV1 2, DV2 2, 15AP, AR 2, Scimitar for 1d6+1, ST 11+, SPD 3

- Melee Weapon 2, Swimming
- Each carries 2d6 silver pieces in his purse
- One carries a leather repair kit
- One carries a binding kit
- One carries a Healing Root
- One carries Peysha Mold

The pirates use the cave to hide treasure and there are chests in the first boat and a prisoner in the second boat.

The prisoner is a girl, **Lemunda the Lovely**, whose father is a powerful lord in the city above. Lemunda is a good fighter in her own right and carries a concealed dagger in her girdle, but right now she is bound and gagged. She is lying in the bottom of the second boat, not the one occupied by the pirates.

Lemunda the Lovely

HP 15, DV1 1, DV2 0, AV 0 or 2, Fists for 1d3 or Dagger for 1d4, ST 9+, SPD 4

- Melee Weapon 2, Parrying, Singing, Swimming, Jeweler 45%

Her family would be very grateful to get her back but Lemunda has other plans. She is seeking her lost lover, a pirate named **Bru Preslap** who has gone missing. She will not leave the dungeon without him (see **room F** for details about Bru's condition).

The treasure is in two chests in the first boat. One chest contains **2000 silver pieces**, the other **100 gold pieces** and **12 gems each worth 25 gold pieces**.

For **Wandering Monsters** in this area, check every 10 minutes: there is a 25% chance of another boatload of **2-5 pirates** rowing in. Exit from the underground can be made by rowing out to the sea, although there is a possibility of meeting another boat coming in. There is a **large octopus** at the bottom of the sea cave.

Large Octopus

HP 16, AR 2, AV 3, 6 tentacles, ST 14+, SPD 4

- The octopus gets 6 attacks per melee round!

Octopus tactics

If the octopus makes a "hit" with a tentacle it will not do any damage immediately but will pull the victim overboard and try to drown him, causing 1d6 actual damage per minute.

The pirates always throw the monster a large fish or the body of one of their victims and so it does not attack their boats.

N. Crypt

20' high

This large room - 120 by 70 feet – is part of the catacombs of the city. The north wall has caved in and there are doors only at the east and west ends of the tomb.

When the party enters the room there is a 50% chance a **giant rat** will burst through the loose dirt at the north end of the room and attack.

Giant Rats

HP 4, AR 2, AV 1, Bite for 1d2, ST 18+, SPD 4

For **Wandering Monster** checks in this room, every 10 minutes there is another 50% chance that a **rat** will enter from the tunnels. The rats will not, however, leave this room except to go back to the tunnels.

Ten stone sarcophagi are scattered about, four empty with the tops off. Six, however, are closed. The sarcophagus lids are heavy. Four or more men can lift them off in a minute, one man would have to slide the lid off, and this would take 10 minutes. Thus it will take several minutes to get them all open and the rats are pretty sure to show up. If the adventurers open a sarcophagus, roll a die to see which they have chosen.

#1 contains only mouldering bones but releases a **cloud of noxious gas** which renders unconscious anyone within 3 feet unless they make their Saving Throw against Poison. Unconsciousness lasts 10-60 minutes.

#2 contains a partially clothed skeleton which holds a **jewelled dagger** in the bony hands folded across its chest. If the dagger is removed it will flash away into the air, turn and attack the one who touched it.

Dancing dagger

It strikes as AV 1 and will continue to attack until it draws blood, doing 1d4 actual damage, or its intended victim runs from the room. It will then return the coffin with its owner. The dancing dagger is hard hit - AR 6 - and if hit it falls to the floor and remains, motionless for 3 melee minutes and then takes up the attack again! Putting it back in the sarcophagus will stop the attacks of course.

#3 skeletal form wears rings and a **coronet worth 100 gold pieces**.

#4 skeletal form wears **jewellery worth 300 gold pieces**.

#5 animated skeleton will attack as soon as the lid is removed.

Skeleton

HP 12, DV1 4, DV2 4, AV 2, Scimitar for 1d6+1, ST 16+, SPD 4. Half damage from edged/piercing weapons (rounded down

#6 skeletal form in chainmail holds a **magic longsword +1**. Any warrior-type drawing it from the scabbard will feel the surge of magical power it gives.

P. Coffin Room

20' high

This room is 50 by 80 feet and has doors in all four walls. It contains **two Magouls** and some smashed coffins.

Magouls

HP 19, AR 5, AV 4, 2 Claws for 1d2 and Bite for 1d4, ST 10+, SPD 3.

The coffins contain, in addition to indescribable odds and ends, **500 silver pieces** and **5 gems each worth 10 gold pieces**.

The east door leads to a short dirt tunnel which ends blindly under the cemetery

R. Rat Tunnels

4' high

They are only 3 feet in diameter, round and dug through the soft earth of the cemetery.

Tactics in the tunnels

A man-sized character could crawl through them, but it should be hard for him to fight (-2 AV). A Sprite or Dwarf would be at no disadvantage.

Every 100 feet there is a 50% chance of meeting a **Giant Rat**, every 200 feet a 50% chance of coming on **1d6 gold pieces**.

Giant Rat

HP 4, AR 2, AV 1, Bite for 1d2, ST 18+, SPD 4

The tunnels form an endless maze and there is no end to the rats. The tunnels intersect the dungeons at the northernmost corridor and at **room N**.

S. Spiral Staircase

25' high

The spiral staircase begins at floor level at the north wall and winds around up to the roof, making 1 full turn. The stair ends in a closed trap door in the ceiling, leading up to room **S1**.

The room contains a **giant snake**:

Giant Snake

HP 13, AR 3, AV 3, Bite for 1d8, ST 15+, SPD 6

The snake will not attack the Enchanter (see **room M**) who feeds it.

There are two visible doors at ground level, north and south as well as the trap doors in the ceiling. There is a secret door under the stairs, opened by pressing a hidden catch.

S1. Tower – Ground Floor

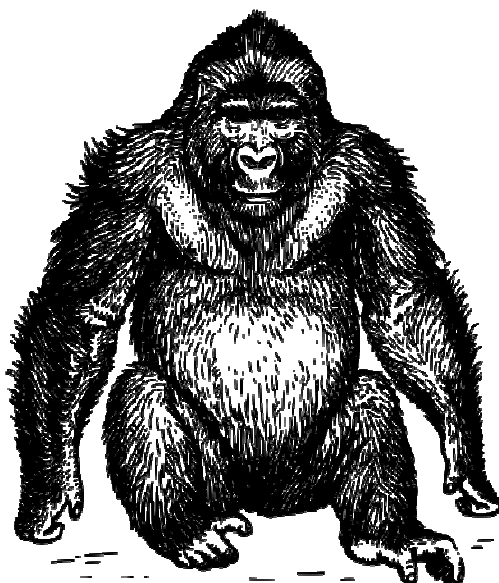
10' high

The Enchanter's tower is entered through the trap door in the floor. There is a door to the north and a spiral stair leading up, just like the one in the room below, ending in a trap door in the ceiling. The door to the street outside and the trap in the ceiling are both open. There are a fireplace, cooking utensils and a few chairs. The room is unoccupied. The trap door above leads to **room S2**. This is protected by a **Glyph of Fire** (p122) that explodes causing 1d4+4 fiery damage.

P. Tower – Upper Floor

10' high

Just above **S1** and shaped the same, also with a spiral stair leading to the roof, trap door closed. No doors, but narrow (2 foot wide), tall windows in each wall. This is the Enchanter's study, and here he has his two giant volumes of magic spells, table, lamps, chemicals, skulls, loose pages of parchment, mystic designs on the floor, etc. This includes **Enchanter spell components** such as glass beads, animal blood, crushed bones, ground charcoal, herbal mixtures, special inks, glass lenses, glass orbs, fine sand, iron shavings and wax trinkets (assume 2d6 of anything a PC Enchanter needs). Against the south wall there is an **ape** in an iron cage. The key is in the lock of the cage door.



Ape

HP 18, AR 2, AV 3, Claws for 1d6, ST 12+, SPD 4

Ape tactics

The ape will attack as soon as he gets out – he hates the cage and has been waiting to get even. If **Mezron the Enchanter** opens the cage there is a 25% chance the ape will attack him. If anyone else opens the cage, the ape will attack someone in the room and then try to escape through a window, down the side of the tower and off through the city streets.

The Enchanter keeps his **wand of petrification** hidden in a secret compartment of the table (minus 10% chance of locating this compartment).

Wand of Petrification

This artifact from the ancient city turns flesh to stone if the user spends 10 SPTS and makes a hit with it against DV2; the victim must Save against Magic; the wielder can spend an extra 5 SPTS to “pump” the wand and force a re-roll on the Saving Throw but there's a 20% chance the wand will explode, forcing the wielder to Save instead. The Enchanter has enough SPTS to use the wand twice.

Hidden among the undecipherable parchment notes on the table is a **scroll which reverses the wand effect**, but only for one person and only once. The Enchanter may offer to restore a petrified victim in exchange for his freedom. **Mezron the Mysterious**, the Enchanter himself, is described in **room F**. If he is not in room F he will be found here.

Conclusion

By the time the adventurers have worked their way through this, the Referee will probably have lots of ideas of his or her own to try out. Design your own dungeon or dig new passages and levels in this one. What lies in the (undiscovered) deeper levels where Zenopus met his doom?

Do the pirates have other treasure troves hidden in the sea caves? What inhuman rites are practiced deep in the ghoul haunted passages beneath the graveyard? What are the townspeople going to do when they discover that our friends are tampering with Things Better Left Alone?

FEN ORC COMMENTARY

For those of us of a certain vintage, this was the first dungeon we ever encountered. It was the Sample Dungeon included in *the 1977 Basic D&D set*, by **Eric Holmes**. It's still considered a classic and it stands up pretty well as an introductory foray into dungeon adventuring.

The delightful introduction sets a wonderful tone for the adventure. Holmes enjoys a Robert E. Howard/H.P. Lovecraft vibe with his ruined, pre-human city beneath Portown and the unspecified doom that overcame Zenopus a century ago.

It's a good example of a 'sandbox dungeon' that lets the players head off in any direction and encounter locations in any order. It imposes no predetermined narrative and yet narratives will emerge from it. The PCs are likely to encounter the Higmoni early on (since they are based near the entrance) and have to decide whether to accept their surrender and how to react if they are betrayed. If the players rescue the ensorcelled warrior from the Enchanter, it may go easier for them if they later run into the pirates. They will discover different exits: through the cemetery, the sea cave and the enchanter's tower.

I've made some additions to update the scenario. I've offered names for the Enchanter and Warrior, taken from the Holmes Name Generator on the **Zenopus Archives site**. Introducing a romantic subplot between Lemunda the Lovely and the enspelled Bru Preslap encourages more dynamic interactions and moves Lemunda away from the stale 'rescued princess' role - although Holmes himself seems inclined in this direction by asserting that she is a capable fighter in her own right. Brubo the Dingleman and the concept of Dungeon Constables are expanded upon on the **Fen Orc Blog**. Referees will have to decide whether the PCs are a party of 'Chartered Adventurers' in the service of the Portown authorities (pr unchartered adventurers who are trespassers and looters. The former is better for newcomers to RPGs: Chartered

Adventurers do not need to hide from the Dungeon Constable and can expect help and assistance from him. However, the scenario is more exciting if the party have to avoid capture by Brubo the Hooded as well as the monsters of the dungeon.

Adapting for Forge: Out of Chaos

As usual with conversions to *Forge*, I've shaved back the treasure. *Forge* characters do not gain experience points from treasure but they can use gold to buy spell components, better arms and armour and healing kits. Too much money lets them equip themselves too easily.

Because *Forge* characters are more resilient than starting D&D characters, I've added a more dangerous monster to the dungeon. This is 'Zenopus' Doom' - a spectral Dungwala. This misty monster can only be harmed by magic weapons so at first the players will probably need to flee from it. The dungeon contains a number of magical swords and daggers, so eventually the PCs will be able to confront the creature. Its presence brings a lurking dread to the adventure that is implied in the opening text.

Magic is a big difference between D&D and *Forge*. Enchanters lack the sort of combat spells that D&D Thaumaturgists possess, so I've added the *Glyph of Fire* to cause pain for PCs invading the Enchanter's Tower but limited the over-use of the *Wand of Petrification* by imposing a SPT cost to use it. I recommend house ruling that the Enchanter can cast *Magic Lock* immediately, having carried out the preparation (and paid the SPTS) for it much earlier, leaving the spell 'hanging' and ready to take effect.