

DUNGEON DELVE SPECIAL #4

DUNGEONS OF THE TWO KINGS

by R. Nelson Bailey

A FIRST EDITION ADVENTURE FOR 5-8 CHARACTERS LEVELS 3-6



The Dungeons of Mal-Thenga lie beneath the ruins of a once-great city, its name now lost in the dust of time. Long have adventurers come to its darkling halls in search of glory and treasure. Now, the forces of Law and Chaos, ensconced in the sprawling complex's blighted chambers, vie for complete control of the dungeons. These dungeons once served as the seat of power for the enigmatic Two-Faced God. Here, minions of this forgotten deity patiently wait to fulfill the prophecy that will restore his shrine to its former splendor.

This module is designed for a party of low- to mid-level player characters. It contains five dungeon levels for the adventurers to explore. The Game Master will find detailed notes and encounter descriptions herein, along with five maps, four new monsters, and five new magic items.

DUNGEON DELVE SPECIAL adventures by Dungeoneers Guild Games are classic-style modules designed to fit into any campaign for the Advanced 1st edition game. With little effort they can easily be adapted to most fantasy role-playing games, including the Advanced 2nd edition game, the Original game, the B/X and BECM I ("Basic") games, and most old-school renaissance (OSR) role-playing systems.

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DUNGEONS OF THE TWO KINGS

Dungeons of the Two Kings is a **DUNGEON DELVE** adventure for 5 to 8 characters at levels 3 to 6. A party of adventurers with a combined level of about 32 is optimal for success. This adventure favors no particular character class. However, the party should include at least one magic-user, cleric, and thief, as their skills will be paramount when exploring the dungeons.

Introduction

In the shadowed ages of antiquity, a great city once prospered on the Plains of Sorrow. Few remember its name or the great deeds sown by its industrious peoples. Its fabled artists and wise priests were legended in their own time and for many ages thereafter. What caused the city's might to sink into the oblivion of time is unknown. Such is the scant knowledge of those days, even among learned sages. Those few records that mention the city note that two kings shared suzerainty over its governance. One king for Law, the other for Chaos, as decreed by their now-forgotten god. Their seat of power was a great shrine dedicated to the nameless god, whose two-faced image still adorns the crumbling masonries found throughout the ruins.

Now, only the dusty decay of rubble marks where the grand city once stood. Its chief residents are lean, ferine jackals who haunt its toppled walls and overgrown bazaars. Few would ever visit this forlorn place were it not for the dungeons that lie beneath the ruins. Doughty adventurers and treasure hunters venture into its gloomy vaults, hoping to unearth the antique riches rumored to lie hidden there. Such things—should they exist—would be easy to retrieve were it not for the terrible creatures who dwell there. The **Dungeons of Mal-Thenga** (or “evil kings”) irresistibly attract the servants of Evil—humanoids, monsters, and beasts who thrive in lightless pits. At various times, cruel warlords, zealous priests, and insane sorcerers have laired there. Hidden from the eyes of humanity in the dungeons, they can freely work their dark arts and impious rituals in seclusion. In these gloomy halls, many such creatures lie in wait to pounce on any hapless glory seekers foolish enough to venture into their domain.

BACKGROUND & NOTES FOR THE GAME MASTER

This adventure features five dungeon levels for the **player characters (PCs)** to explore. A shrine complex dedicated to the forgotten god dominates DUNGEON LEVEL I. This level also contains the entrances to DUNGEONS II and III. The opposing forces who control their respective levels defend each entrance against incursions from the other. Orcs and their Lawful Evil allies occupy DUNGEON LEVEL II, led by a cleric named Cwymrud. These forces seek full dominion over the **Dungeons of Mal-Thenga** for the glory of Lawful Evil. Gnolls and their Chaotic Evil allies dwell on DUNGEON LEVEL III. Much like their orc foes, this group also wishes to drive the other from the complex. A magic-user named Bin-Tarso rules over the Chaotic Evil powers. DUNGEON LEVEL IV is divided into three sections. Lawful Evil controls the west portion, and Chaotic Evil controls the east. Neither side controls the central maze of natural caves and passages, which are claimed by a tribe of dire corbies. A series of teleportation archways leads the PCs to DUNGEON LEVEL V. This demi-plane is home to the **Heralds of the New Dawn**, a pair of servants of the shrine's forgotten god, **Melioë** (see below). The adventurers arriving here trigger the **Prophecy of Melioë**, a fateful configuration that marks the return of the god's power to the shrine.

The Forgotten God: Known as the Two-Faced God, Melioë (pronounced “Mel-EE-oh-ay”) maintains the balance of Law and Chaos for the powers of Evil. He also has dominion over portals and gates, magical or otherwise. In ages past, his center of worship was the shrine in the **Dungeons of Mal-Thenga** and the city that once stood outside its entrance. Since its desolation, Melioë's influence in this world has declined significantly. The god appears as an old human man dressed in robes, with two faces that gaze in opposite directions. Each face has a single eye, with a third placed between them. Melioë's alignment is Neutral Evil. He dwells in a basalt mansion of great proportions on Oinos, the first layer of the Gloom of Hades.



Tokens of Law & Chaos: The player characters will find these 4-inch coins throughout the dungeon complex. Each bears an image of the Two-Faced God on one side and either the symbol of Law or Chaos on its reverse. **Tokens of Law** are made of iron, while **Tokens of Chaos** are made of silver. Each has a gold piece value of 10 and detects as magic if checked. Possessing one or more of these Tokens causes two effects. First, their owner never willingly gets rid of them. Second, anyone entering the **Disc of the Heralds** must surrender all Tokens they possess to the **Heralds of the New Dawn** (see AREA 116 for details). Player characters gain no saving throw to resist these effects.

Keys of Law & Chaos: These two special keys are found on DUNGEON LEVEL I. The erinyes in AREA 16 possesses the **Iron Key of Law**, and the succubus in AREA 17 has the **Silver Key of Chaos**. Possessing the keys sets the *Prophecy of Melioë* into motion (see pp. 35–36). Player characters use them to open the portal in AREA 115 that leads to the **Demi-Plane of the Heralds**. Using the keys in AREA 15 (q.v.) stops the prophecy once it starts (see AREA 116 for details).

Each key is indestructible by normal means. Only blows from +4 or greater enchanted weapons, creatures with 10 or more Hit Dice, or damage-causing spells of 7th level or higher can harm them. Once found and taken, they return to their respective areas in the dungeon after two months.

Physical Properties of the Dungeons

In the years since its initial creation, many different groups of humans and monsters have occupied the **Dungeons of Mal-Thenga**. Each group added and altered corridors and chambers. As a result, the stonework here shows a variety of construction methods. In the older areas, such as DUNGEON LEVEL I, plaster-covered brickwork covers the walls. Broken and chipped plasterwork is not uncommon here. Mortared fieldstones dress the stonework in the relatively newer areas on DUNGEON LEVELS II AND III. A few chambers on DUNGEON LEVEL IV have undressed, roughly hewn stonework. Flagstones cover the floors in most areas.

Ceiling Height: Passageways in the dungeons are 10' to 12' (1d3+9) high with arched ceilings. Small rooms have 12' to 15' (1d4+11) high ceilings, and larger ones have 17' to 20' (1d4+16) high ceilings.

Doors: Unless noted otherwise, doors in the complex are standard wooden doors reinforced with iron bands. Most single doors are 7' wide and 9' high, with 50 hit points. Double doors have 100 hp. Add 20 hp to doors secured with a lock or bar, and 20 hp to doors constructed from metal or stone. Only heavy weapons (i.e., those that can inflict 7 or more points of damage per hit) can damage a door. Hits on doors are automatic; roll for damage as normal. Whenever a weapon strikes a stone or metal door and inflicts maximum damage, roll on the ITEM SAVING THROW TABLE vs. Crushing Blow (see **DMG**, p. 80). With a failed saving throw, the weapon breaks, rendering it useless for combat. All doors open into rooms unless noted otherwise.

Reactions of NPC Leaders

This module features a handful of major non-player characters (NPCs) (e.g., Cwymrud, Bin-Tarso) and monsters who command groups of lesser monster minions, such as orcs and gnolls. The map-keyed text places these personages in fixed locations. However, adventurers should encounter them only at the keyed location if they arrive there relatively quickly and easily. Intelligent NPCs and monsters will not wait idly while enemies wreak havoc throughout their home. Leaders will organize their lesser ranks and allies to strike out against the marauding adventurers. As the GM, you should always play intelligent monsters to their fullest potential.

Starting the Adventure

You, the **Game Master (GM)**, must decide how the player characters become involved in this adventure. Below are a couple of scenarios to get you started. Use one of these, or create one of your own, as you see fit.

- 1) Upon hearing rumors that the **Dungeons of Mal-Thenga** are a haven for the forces of Evil, the party sets out to rid the dungeons of this menace. If the party includes a Good-aligned cleric or a paladin, they seek to cleanse the shrine of the Evil god rumored to be there.
- 2) A patron hires the party to clean out one of the two factions found there. Unknown to the PCs, the patron is actually an ally of that faction's opposition. The patron either works for the cleric Cwymrud, who leads the Lawful Evil forces (see AREA 47), or for Bin-Tarso, the leader of the Chaotic Evils (see AREA 69). These groups covertly seek to employ an outside party to destroy their enemies. The patron offers 5,000 gp for the party to take the job. Of course, the patron has no intention of actually paying the PCs for their effort.

ABBREVIATIONS

The following abbreviations appear throughout this module:

AC = Armor Class; **MV** = Move; **MC** = Maneuverability Class; **HD** = Hit Dice; **hp** = hit points; **#AT** = Number of Attacks; **Dmg** = Damage; **SA** = special attack; **SD** = special defense; **MR** = magic resistance; **INT** = monster's intelligence rating; **AL** = alignment; **L** = large size; **M** = medium size; **S** = small size; **xp** = experience point value; **THACO** = the number to hit AC 0; **PsA** = Psionic ability; **C** = Chaotic; **L** = Lawful; **E** = Evil; **G** = Good; **N** = Neutral; **F** = Fighter; **MU** = Magic-User; **C** = Cleric; **T** = Thief; **S** = Strength, **I** = Intelligence, **W** = Wisdom, **D** = Dexterity, **C** = Constitution, **CH** = Charisma; **d** = type of die; **rd**/ **rds** = round/rounds; **cp** = copper piece; **sp** = silver piece; **ep** = electrum piece; **gp** = gold piece; **pp** = platinum piece

RANDOM ENCOUNTERS FOR THE RUINS & VICINITY

When the party is within 5 miles of Mal-Thenga, they are likely to encounter prowling monsters. Check for random encounters once every four hours while traveling in this area, and once every eight hours while resting. Encounters occur on a roll of 1 on a d10. Roll a d10 and consult the table below to determine the encounter type.

1d10	Encounter	# Appearing
1	Anhkheg	1d2
2	Blood hawk	1d6+1
3	Neshevic	1d3
4	Orc	1d6+4
5	Lion	1d2
6	Ogre	1d4
7	Gnoll	1d6+2
8	Gargoyle	1d3
9	Tiger fly	1d3
10	Hill giant	1d2

1. **Anhkheg:** AC 2 (overall)/4 (underside); MV 12" (6"); HD 5; hp 30 each; #AT 1; Dmg 3d6 bite + 1d4 acid; SA squirt a stream of acid for 8d4 points of damage (30' range, once every 6 hrs.); INT non- (0); AL N; Size L (10'-20' long); xp 540 each; THACO 15; MM 6.
2. **Blood hawk:** AC 7; MV 1"/24" (MC: B); HD 1 + 1; hp 6 each; #AT 3; Dmg 1d4/1d4 talons, 1d6 beak; INT semi- (2-4); AL N; Size S; xp 32 each; THACO 18; FF 15.
3. **Neshevic:** AC 4; MV 0"/18" (MC: B); HD 5; hp 22 each; #AT 1; Dmg 2d6 bite; SA blink for 5 rds.; INT semi- (2-4); AL CN; Size L (7'-8' long); xp 240 each; THACO 15; New Monster.
4. **Orc:** AC 6; MV 9"; HD 1; hp 5 each; #AT 1 or 2; Dmg 1d8 scimitar, 1d6 spear, or 1d6/1d6 short bow; INT average (8-9); AL LE; Size M (6'+ tall); xp 15 each; THACO 19; MM 76. Each orc has a scimitar (20%), spear (50%), or short bow (30%).
5. **Lion:** AC 5 (forequarters), 6 (hindquarters); MV 12"; HD 5 + 2; hp 25 each; #AT 3; Dmg 1d4/1d4 claws, 1d10 bite; SA rear claws rake for 1d6+1/1d6+1 each if both paws hit; SD surprised on a 1 on a d6; INT semi- (2-4); AL N; Size L; xp 450 each; THACO 15; MM 61.
6. **Ogre:** AC 5; MV 9"; HD 4 + 1; hp 20 each; #AT 1; Dmg 2d4+2 or 1d8+2; INT low (7); AL CE; Size L (9'+ tall); xp 190 each; THACO 15; MM 75. Each ogre is armed with a large club (50%) (treat as a *morning star*) or spear (50%) (treat as a *harpoon*).
7. **Gnoll:** AC 5; MV 9"; HD 2; hp 11 each; #AT 1 or 2; Dmg 2d4 morning star, 2d4 glaive-guisarme, or 1d6/1d6 composite long bow; INT low-average (5-10); AL CE; Size L (7'+ tall); xp 50 each; THACO 16; MM 46. Each is armed with a morning star (30%), glaive-guisarme (40%), or composite long bow (30%).
8. **Gargoyle:** AC 5; MV 9"/15" (MC: C); HD 4 + 4; hp 20 each; #AT 4; Dmg 1d3/1d3 claws, 1d6 bite, 1d4 horn; SD +1 or better weapon to hit; INT low (5-7); AL CE; Size M; xp 265 each; THACO 15; MM 42.
9. **Tiger fly (male):** AC 4; MV 6"/18" (MC: C); HD 6; hp 25 each; #AT 2 and 1; Dmg 1d8/1d8 sickle limbs plus grapple; SA stings for 4d6 + **poison** (save vs. Poison or die) when grapple attack succeeds (8/day); INT non- (0); AL N; Size M (5' tall); xp 425 each; THACO 13; FF 88-89.
10. **Hill giant:** AC 4; MV 12"; HD 8 + 1-2; hp 42 each; #AT 1; Dmg 2d8 club or hurled rock (**range:** S=5"/M=10"/L=20", min. 1"); SD catch hurled boulders 30%; INT low (5-7); AL CE; Size L (10½' tall); xp 1904 each; THACO 12; MM 45.

The Ruins

Crumbling heaps of black-gray stone—the remnants of walls, columns, stairs, and roads—are all that remain of the nameless city. Prolific weeds and unwholesome scrub brush grow in unruly clumps along its broken streets and narrow lanes. Statuary, fallen in ignominious repose, lies amongst piles of jagged rubble, deeply worn and stained. Images of a god with two faces adorn those statues and carvings not yet fully eroded. All stone buildings whose walls still stand are now empty shells.

Temple Complex

A 25'-wide set of stairs climbs 60' up a hillside on the north edge of the city. They rise to meet a level, ledge-like area where a ruined temple complex stands. Ages ago, the city's original inhabitants carved away a 420'-long, 150'-wide section of the hillside adjacent to the city, revealing a 50'-high cliff face. Only the walls and foundations remain of the dozen buildings found there. The sculpted images of the Two-Faced God adorn the buildings' walls. An impressive stone façade archway set in the cliff serves as the entrance to the subterranean shrine complex (AREA 1).

DUNGEON LEVEL I — THE SHRINE OF THE FORGOTTEN GOD

The level closest to the surface houses a shrine dedicated to the forgotten god, Melioë (AREAS 2 to 17). Two opposing forces—Lawful Evils and Chaotic Evils—skirmish here, each vying for dominance of the entire level. The Chaotic Evils, a tribe of gnolls and their allies, occupy AREAS 18 to 23 on this level. However, the bulk of their forces dwell on DUNGEON LEVEL III. The Lawful Evil faction consists of orcs and their allies. They rule over AREAS 24 to 28 and DUNGEON LEVEL II.

RANDOM ENCOUNTERS FOR DUNGEON LEVEL I, AREAS 1 to 17

Use this table to determine random encounters in the shrine (AREAS 1 to 17). For AREAS 18 to 23, use the DUNGEON LEVEL III encounter table (p. 19); for AREAS 24 to 28, use the DUNGEON LEVEL II encounter table (pp. 12–13).

Check for wandering monsters once every 3 turns as the party explores this level, and once every 6 turns while they are resting. Encounters occur on a roll of 1 on a d8. If the die indicates an encounter, roll a d6 and consult the table below.

1d6	Encounter	# Appearing
1	Gargoyle	1d3
2	Ghoul	1d6
3	Giant fire beetle	2d4
4	Huge spider	1d3
5	Volt	1d4
6	Zombie	2d4

- 1. Gargoyle:** AC 5; MV 9"/15" (MC: C); HD 4 + 4; hp 24 each; #AT 4; Dmg 1d3/1d3 claws, 1d6 bite, 1d4 horn; SD +1 or better weapon to hit; INT low (5-7); AL CE; Size M; xp 285 each; THACO 15; MM 42.
- 2. Ghoul:** AC 6; MV 9"; HD 2; hp 12 each; #AT 3; Dmg 1d3/1d3 claws, 1d6 bite; SA touch causes **paralysis** for 2d6 turns (save vs. Paralyzation to avoid); SD immune to *sleep* and *charm*; INT low (5-7); AL CE; Size M; xp 89 each; THACO 16; MM 43-44.
- 3. Giant fire beetle:** AC 4; MV 12"; HD 1 + 2; hp 7 each; #AT 1; Dmg 2d4 bite; SD sheds light in a 10' radius; INT non-(0); AL N; Size S (2½' long); xp 34 each; THACO 18; MM 9-10.
- 4. Huge spider:** AC 6; MV 18", leap up to 3"; HD 2 + 2; hp 14 each; #AT 1; Dmg 1d6 bite + **poison** (+1 to saving throw, save vs. Poison or die); SA surprise on a 1–5 on a d6; INT animal (1); AL N; Size M; xp 187 each; THACO 16; MM 90.

