**The Dungeon of Abkadev**

By Maezar

---

After finally imprisoning his nemesis, **Abkadev**, your patron, the wizard **M'nop** sends you from his own impenetrable tower to loot the enemy’s lethal dungeon, equipping you with a magic orb to return you to him when you find the **Tome of Vyxz** and speak the magic words. As he recites them to you, the imprisoned Abkadev squirms...

---

**A. ENTRY HALL**
Resist or suffer gloom.

**B. STORAGE**
Mundane objects, and... a fine weapon!

**C. REFUSE ROOM**
Filed with dangerous vermin... and hiding the iron key.

**D. DEATH FROM ABOVE**
Toxic nematocyst tentacles... strange markings on the wall... a crooked rod below... strange crooked rod below... (a crank for...)

**E. RIDDLING WATER**
Receive a blessing or a curse. “Red, black or blue, it looks down on you...” ("sky.")

**F. MIRROR MAGIC**
Push the mirror (m) to (e) to create a door, or past (c) to release evil clones!

**G. DARK CHASM**
20' wide and very deep. Find some way across.

**H. GUARD CHAMBER**
2-in-6 they’re expecting you... if so, they’ve hidden their treasures (t) including a crank for O.

**I. SKELETONS TRAP**
The door closes behind you...

**J. THE DARK DEVOURER!**
A deadly denizen...

**K. PRESSURE PLATES**
“5/9” on the wall... wrong tries deal minor damage. (See graffiti at D.)

**L. OPEN PIT** – A strange crooked rod below... (a crank for O.)

**M. MONSTERS BENEATH** – Down the pit to face foes and gain the great treasure seen through the grille near G.

**N. COLLAPSE!!** You can no longer go this way!

**O. RAISE THE BRIDGE**
Turn both cranks (found at L and H) to raise it. Without them, swim and face a horror below! Cross to find the copper key in a pool.

**P. LEAP TO THE LEDGE**
...to reach a treasure! (but this lowers the bridge!)

**Q. A TRAPPED CHEST**
Protecting what???

**R. FUNGUS PITS**
Three special types grow:
(a) Harmful, (b) Helpful (c) Humanoid. Take (a) or (b) and (c) attacks!

**S. SLIMES!**
Wretched slimies fill this room which also holds a treasure!

**T. HALLS OF FIRE!**
A map plaque explains:
Fireballs begin together. They repeat at 5, 4, 3, and 2 secs. in halls 50', 40', 30' and 20' long. You can travel 20' per second. Where to stand at how many seconds.

**U. A SMALL TROVE of whatever would be most useful right about now...**

**V. TUNNEL OF MADNESS**
Everyone rolls a d6. Anyone who rolls 1 suffers some loss of sanity/health and must describe their madness in detail. Those whose rolls match each other escape. Those still in the tunnel must continue rolling until they match the original “escape” die roll. Turning back is madness: ignore anything but 1 for 2 rolls. Exit to find the golden key.

**W. THE GREAT GRIMN**
Large, aggressive, deadly... It guards nothing but the bones of those who dared face it before.

**X. ARCANE ALCOVES**
Suffer two random minor spells.

**Y. LOCK OF THREE KEYS**
Keys found at (i), (c), and (g) are the only way to open it.

---