

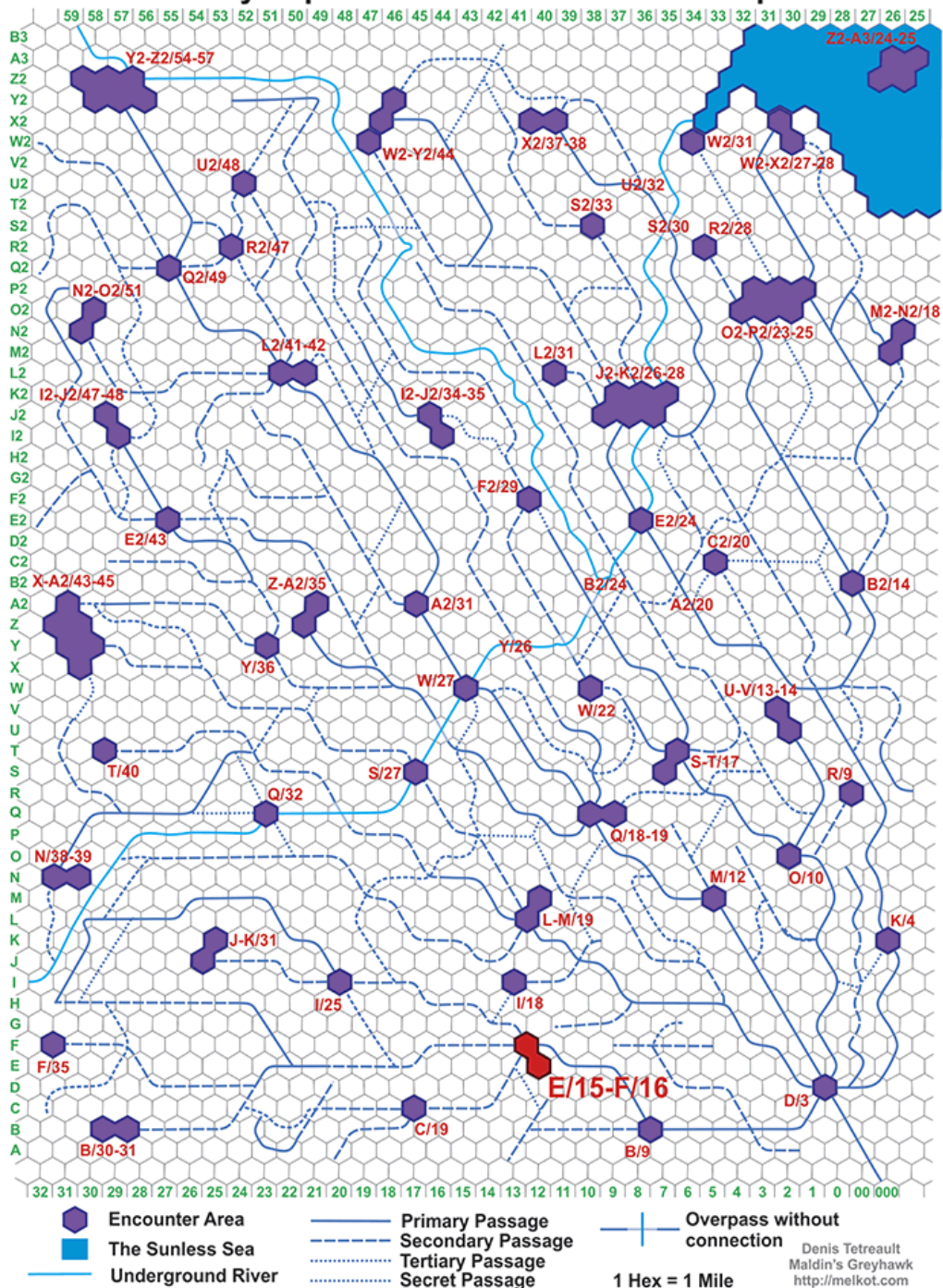
# D4: ENCYCLOPÆDIA SUBTERRANICA

ENCOUNTER AREA E/15-F/16  
The Moaning Chasm

by SoulCatcher78

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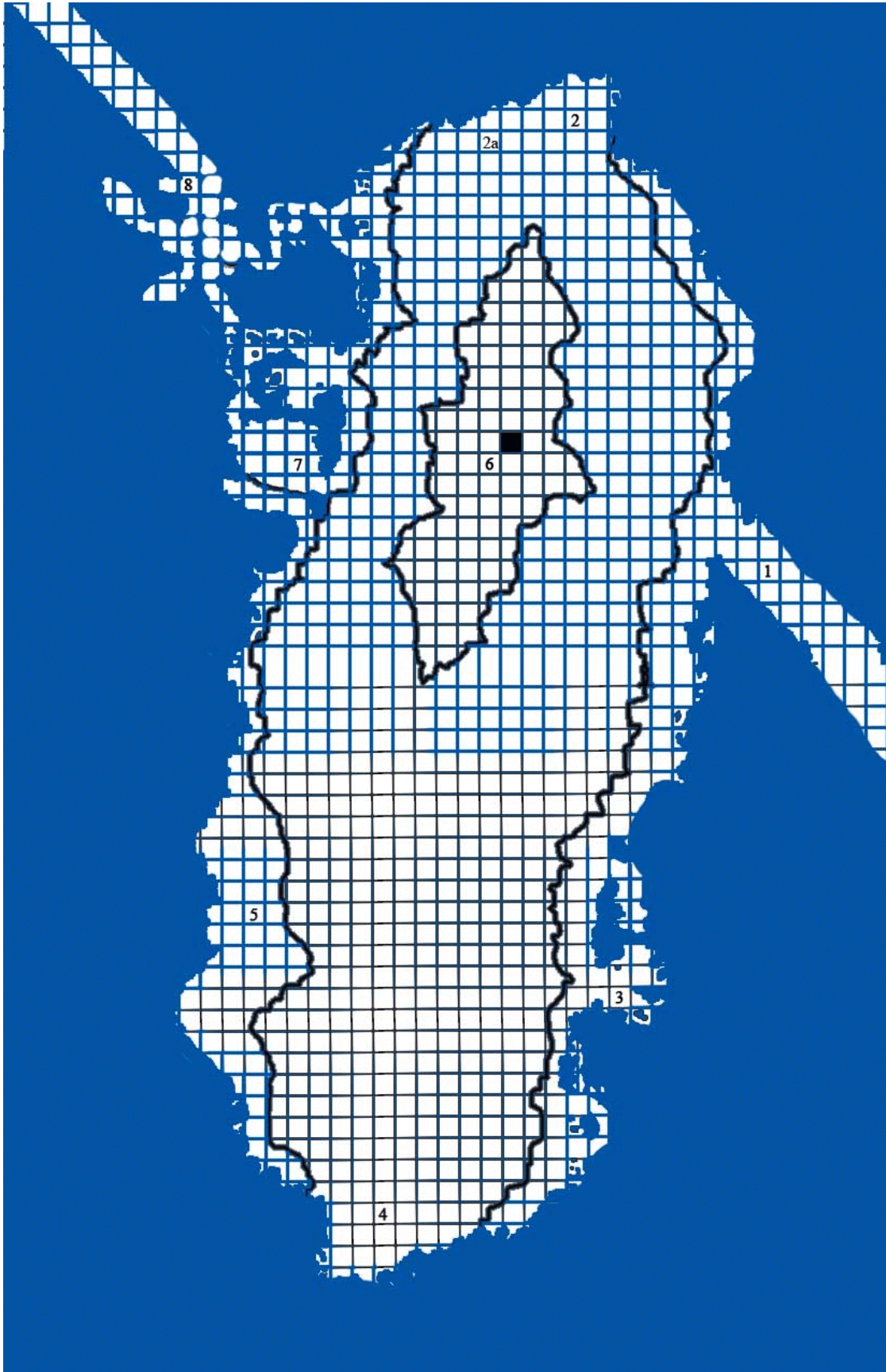
## Greyhawk's Underdark Encyclopaedia Subterranea Index Map



This encounter was developed as part of a collaborative exercise on the Dragonsfoot forums (<http://www.dragonsfoot.org>) to describe the rest of the "Depths of the Earth" from Dungeon Modules D1-3 by E. Gary Gygax, developing those areas illustrated on the map but not detailed in the modules themselves. For more information about D4: Encyclopædia Subterranea and the other encounter areas on the index map, visit **Maldin's Greyhawk - Greyhawk's Underdark** at <http://melkot.com/locations/underdark/underdark.html>



ENCOUNTER AREA E/15-F/16: MAP A



ENCOUNTER AREA E/15-F/16

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The tunnel ahead appears to lead into a cavern, one of many seen before, but as the party approaches it, a feeling of general unease settles on them. Shadows move and shift at the edges of sight, but

nothing is present when focused on. The plaintive moan of wind blowing through rocks fills the air, its tempo rising and falling like some great beast drawing breath, but, most unsettlingly, the air is as still as a tomb.

## Environment

The chasm stretches the length of the cavern. At one time a stone archway bridge connected both sides of the chasm to an "island" in its middle. The stone bridge has been long broken, and the rubble lies far below at the bottom of the chasm. The cavern is a "wet" cave: the sounds of dripping water echo across the cavern, and stalagmites and stalactites are common throughout. Surprisingly, small wildlife (bats, rats, other vermin) are not active in the cavern, though the smell of rotting meat wafts up from the chasm. The ceiling varies in height from 20 feet at the entrances to 100 feet at the center. The chasm appears bottomless, but is anywhere from 50 feet, at its shallowest point, to 150 feet, a crevasse in the northern corner where the Cloakers dispose of carcasses, deep.

1. LURKER ABOVE: A Lurker Above (H.P.: 67) hides here, ready to attack anything that will give it a good meal. As the party approaches either entrance, the Lurker Above will attack them. The dumb beast is hungry and unable to get through the cavern because of the presence of the Piercers. It has already clashed with them, and a large scar is visible on the creatures' topside. The Lurker Above has no treasure.

2. CLOAKER GROUP A: Cloakers (5) (AC 3 (1 tail); HD 6; H.P.: 25, 32x2, 35, 43) One of two groups of Cloakers in the chasm; the Cloaker groups do not normally act together. Only if in severe danger will they come to each other's aid. All Cloakers produce a constant, low-level, moaning noise that fills the cavern. This sonic attack causes everyone in the cavern for more than an hour to feel lethargic. After two hours of being in the cavern, they will become confused. After four hours of being in the cavern, they will be mentally numbed and under the influence of the Cloakers. The Cloakers are aware of the Piercers, but tend to leave them alone, treating them as guards for the most part. The Cloakers' perception is that the Piercers keep vermin out of the cavern. The Cloakers do not rush to attack, but instead prefer to wait and try to catch a being either climbing the walls of the chasm or attempting to fly some distance.

Group A inhabits the northern end of the cavern, and their cache of treasure includes: 250 copper pieces, 150 silver pieces, 2 **potions of extra healing**, a suit of +2 Drow Chain mail, a +2 Drow mace, a +2 Drow Buckler, and a brooch bearing House Noquars' emblem, a bronze Nightmares' head.

2a. DISPOSAL CREVASSE: This crevasse is 150 deep.

3. MIMIC: At the bottom of the chasm is a mimic (H.P.: 52) that has disguised itself as a chest with a broken latch down. Next to it is a half-eaten Drow corpse. His belt pouch is intact, along with a **dagger +1** and a satchel containing 5 darts and 5 applications of sleep poison for his broken hand crossbow. His belt pouch contains 2 small gems (50 g.p. each) and 12 platinum pieces. If the Mimic is cut open, its stomach holds a **ring of fire resistance**, 23 copper pieces, 12 gold pieces, and a small ruby worth 25 g.p.

4. CLOAKER GROUP B: Cloakers (5) (AC 3 (1 tail); HD 6; H.P.: 25, 32x2, 35, 43) The other of the two groups of Cloakers in the chasm. This group inhabits the southern corner of the cavern and their cache of treasure includes: 60 copper pieces, 80 silver pieces, a **potion of speed**, a +2 (Drow) Short Sword, a +2 (Drow) Dagger, and a **scroll with passwall (x2)** written at the 10th level.

5. SLIPPERY SLOPE: The walls and floor of this section of the chasm are slick and wet. Anyone attempting to climb the chasm incurs a climb walls penalty of -50%, which can be avoided by using a rope to lower or raise people in the chasm. Water

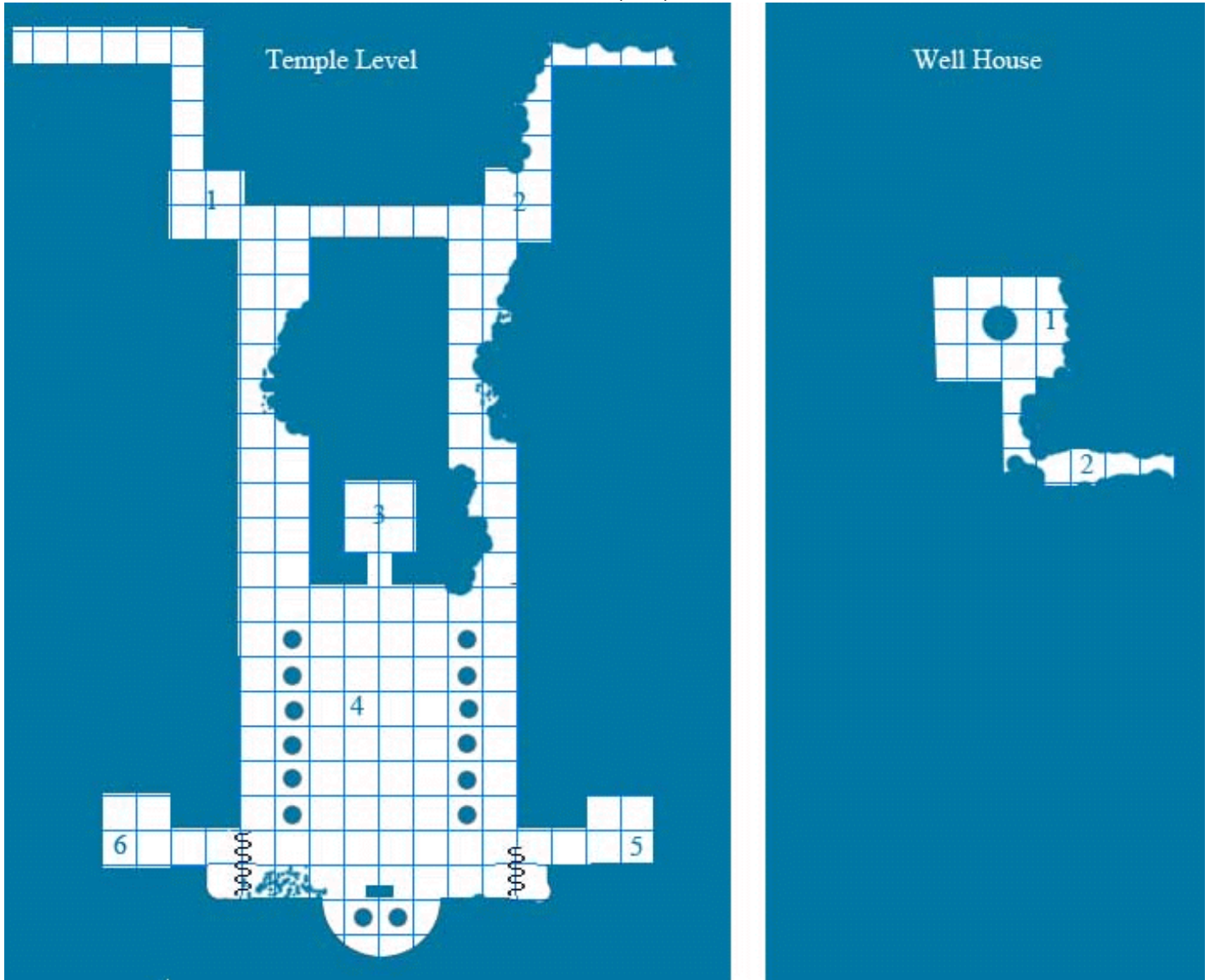
slowly drips from the ceiling onto the ledge.

6. FOUNTAIN: The "island" in the chasm contains a unique feature, a fountain. The fountain is large and ornate in design. Many years of abuse and neglect have damaged the fine sculpture, so that it appears as little more than a raised basin with a spout in the center. The rubble around the fountain conceals a cramped tunnel (3' wide x 4' tall) that leads under the fountain itself.

7. TROLL SLAVES: These Trolls (6) (H.P.: 30, 34, 38, 42, 45, 48) wandered into the chasm area quite a while ago. They are kept by the Cloakers in case of either a food shortage, since the trolls regenerate, or invasion. If additional help is needed against invaders, the embattled Cloakers will summon these trolls, who will move at maximum speed to the battle.

8. PIERCER CLUSTER: Piercers (10) (H.P.: 12 each) are randomly scattered throughout the cavern, mixed in with the stalactites. The piercers are extremely difficult to spot. There is a cumulative 20% chance per turn spent in the cavern that a Piercer will attack the party.





### Temple of the Wailing God

If the party searches the rubble surround the fountain, they are able to find a small tunnel leading down beneath the fountain. This tunnel leads to a well house that feeds the fountain from a **decanter of endless water** and allows entrance to the forgotten Temple of the Wailing God below. Run off from the broken fountain drains down the sides of the island in the center of the chasm.

### Well House

1. The tunnel leads into a partially collapsed, 40x30 chamber that has a single exit on the south wall. Both the partially collapsed wall and the exit on the southern wall look unsafe. A stone pedestal stands in the center of the room; embedded in it is a crystal decanter. A stone pipe and stopper are inserted into the decanter's mouth.

The crystal decanter is a **decanter of endless water**. If the party has stone mason tools and labors for 4 hours (or 8 hours without such tools), the decanter can be salvaged. There is a 50% chance of breaking the decanter if stone mason tools are not used. A careful search of the area around the pedestal will reveal a few sets of small footprints in the dust and dirt. These footsteps lead to and from the partially collapsed exit in the south wall.

2. This partially collapsed tunnel appears dangerous at first glance, but a trained stonemason can tell that it is sound. The damage is mostly cosmetic and, while the tunnel is cramped, it poses little to no danger of collapse.

### Forgotten Temple

1. FOYER/GUARD ROOM: Broken fragments of pottery are scattered throughout the hall that leads to this chamber. Anyone passing through the tunnel makes much noise, even if attempting to move silently (-35% penalty), unless magic is used.
2. COLLAPSED FOYER/GUARDROOM: Broken fragments of pottery are scattered throughout the hall that leads to this chamber. Anyone passing through the tunnel makes much noise, even if attempting to move silently (-35% penalty), unless magic is used. Additionally, rubble chokes both the room and the corridor forcing anyone passing through this area to move at half speed.
3. STORAGE/TREASURE ROOM: A secret panel, now destroyed, once blocked off this room from the rest of the temple. Presumably once used to store relics, now it holds the debris of what was once several chests. They have been broken open, and their contents either removed or scattered. Under the debris are 23 gold pieces, 12 platinum pieces, and 3 small gems, each worth 25 GP.

4. TEMPLE OF THE WAILING GOD: A constant hum, possibly what attracts the Cloakers to the cavern, emanates from this room. The walls and floor of the room are made of black marble shot with veins of silver. Pillars, made of the same stone, line both sides of the temple. The alcove on the south wall holds two pillars covered in runes and a large, 10' by 5' altar, blackened with some unknown material.

Close inspection of the altar reveals that, underneath the blackening, runes are inlaid along its sides and top. The runes on the altar and the pillars are both inlaid with the same metal, mithral. The runes are in an ancient, archaic script, but flows in characters that almost appear elvish. If read by magical means, the runes describe the temple as dedicated to the Wailing God. If the runes, or the altar, are tampered with, a pair of Chasme (H.P.: 44, 50) are summoned to defend the temple. Their arrival is announced by a banshee-like wailing sound that comes from the altar. All who hear the wail must save vs. spells (fear) at -2 or flee in panic for 2-8 rounds. Once the demons are defeated, the metal may be pried from the altar. The mithral is worth 300 g.p., but weighs only approximately 150 coins, if sold at a market where it can be appreciated, such as one frequented by dwarves, gnomes, drow, or the like.

5. PRIESTS' QUARTERS: A tattered tapestry, blackened beyond repair, covers the entrance into what was once the priests' living quarters. A green slime (H.P. 11) has moved into this area, and has consumed all the fixtures of the room. The slime will fall onto the first character who enters the room.
6. PRIESTS' QUARTERS: A tattered tapestry, blackened beyond repair, covers the entrance into what was once the priests' living quarters. The remains of several beds and tables litter the floor, but they have not aged well. The fixtures are little more than firewood at this point. A careful search will reveal a hollow table leg that holds a **scroll of heal, raise dead, and flame strike** written at the 13<sup>th</sup> level.