

D4: ENCYCLOPÆDIA SUBTERRANICA

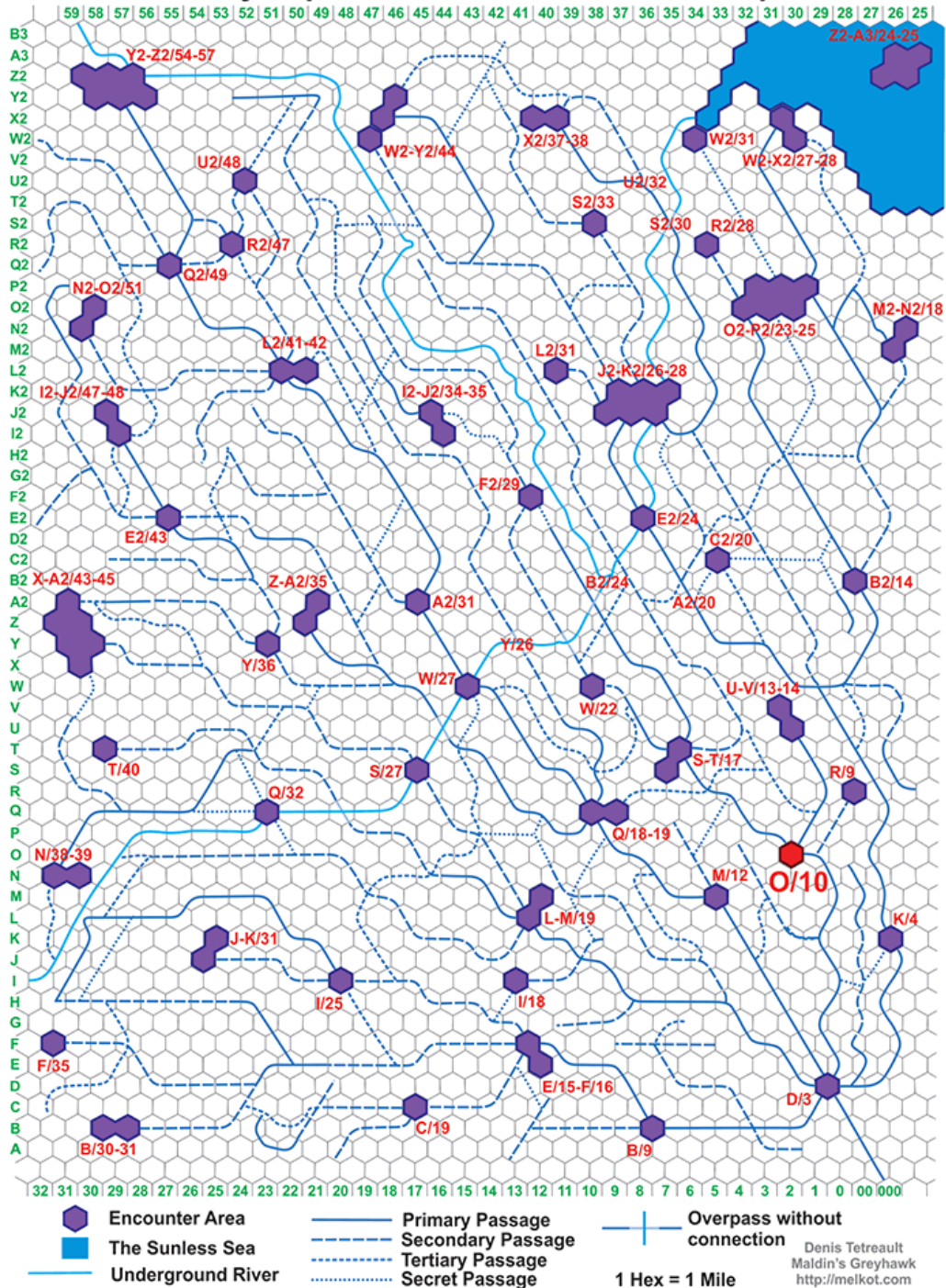
ENCOUNTER AREA O/10

Cleanup Crew

by eldersphinx

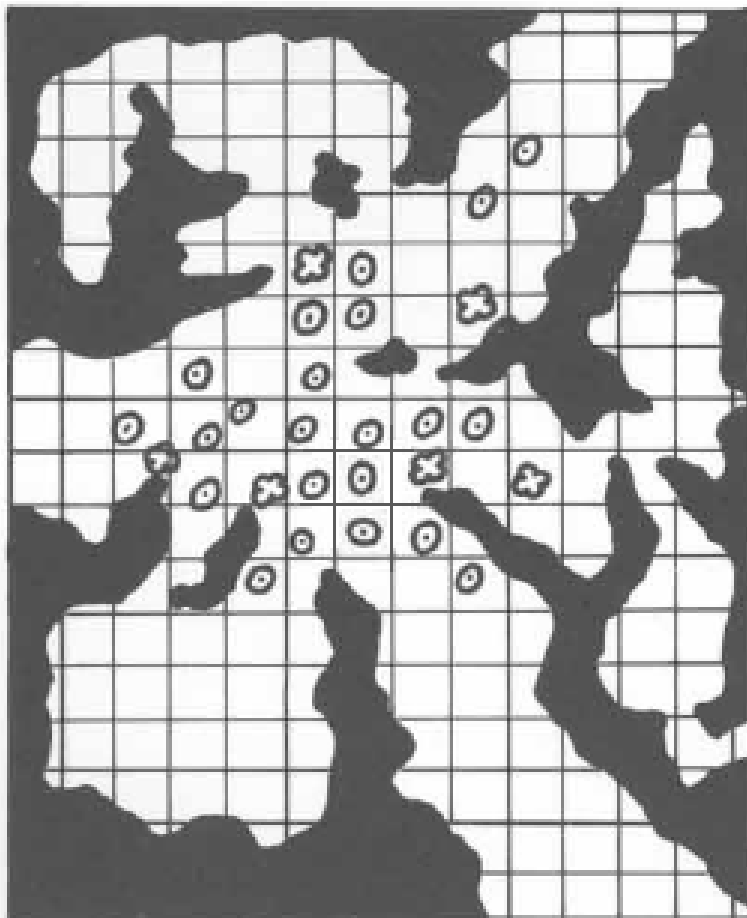
Greyhawk's Underdark

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 O/10: MAP A



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Characters who approach from the northwest will find the passage turning ahead of them, so that they enter through the western tunnel on the area map. Those coming from the east may either hold to the main passage, which also bends somewhat (entering the encounter area from the southeast), or else take a narrower passage that enters the encounter area from due east, leading into the smaller chamber on the right side of the encounter map.

Dangers in this area are many fold. Most noteworthy are the nine gelatinous cubes (H.P.: 29, 26, 22, 19, 18, 18, 16, 14, 12) that randomly sweep through these caverns, consuming everything of substance. They are kept satiated somewhat by the wererats in ENCOUNTER AREA R/9, who regularly leave offal and carrion behind for the gelatinous cubes to consume. The cubes will still strike with deadly intent at any party that arrives in the encounter area. The gelatinous cubes normally travel alone, but have some instinct to gather together at any sign of combat. If one engages the party, there is a 20% chance each combat round that 1-3 additional cubes join the combat, until all nine are present or fighting ends. Each gelatinous cube has 4-24 silver pieces and 2-16 gold pieces embedded in it. The largest also has a jeweled dagger that, because of the excellence of its workmanship and the many small gems in its hilt, will sell for 500 g.p..

In addition to the gelatinous cubes, three xaren (H.P.: 31 each) are blended into stalagmites within the central chamber. They will quietly observe the process of any adventurers, parleying in an attempt to acquire magic items to consume if the opportunity presents itself. The xaren cannot be paralyzed by gelatinous cube attacks, and may quite possibly threaten to force adventurers into the cubes in order to acquire magic. The xaren are also only loosely allied to each other, however, and may be convinced to battle over an especially valuable item.

The two caves in the eastern part of the encounter area have floors a full 5' higher than other caves to the west, with a sheer drop at the entrance that prevents passage by the gelatinous cubes. Lairing here are two exceptionally large rust monsters (H.P.: 33, 27) that sometimes roam the outer caverns, but have learned to spend much of their time in these upper caves where they can expect to be safe. The wererats sometimes use these caves as an entrance point when journeying westwards, divesting themselves of metal before meeting the rust monsters. The wererats keep a small hidden cache in the southern wall of the cave, some 8' above floor level. It presently holds two **drow short swords +1**, an additional two **drow daggers +1**, and six normal wooden quarterstaves. The cache can be located as a concealed door (1-2 on 1d6, or 1-3 for elves and similar).