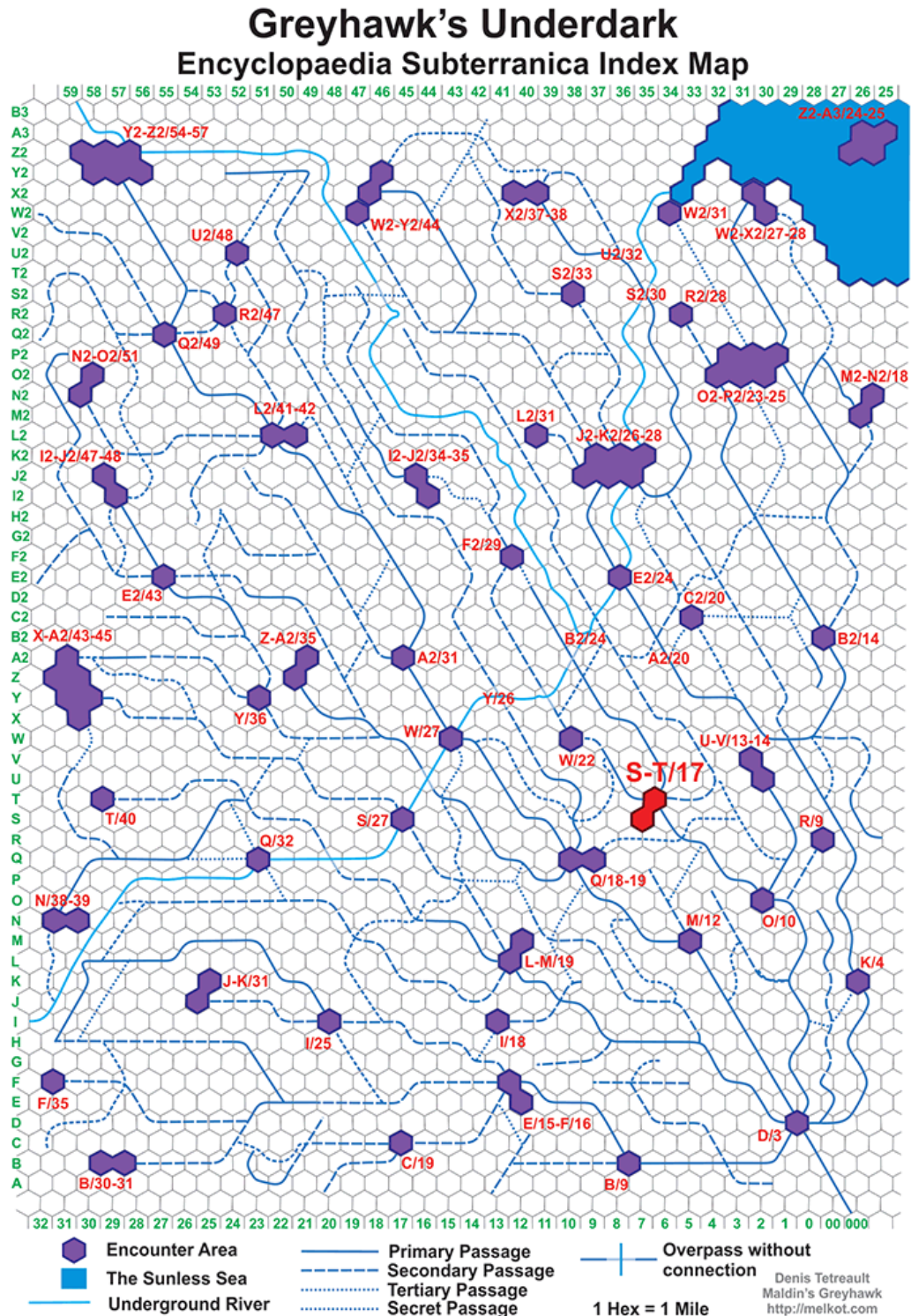


D4: ENCYCLOPÆDIA SUBTERRANICA

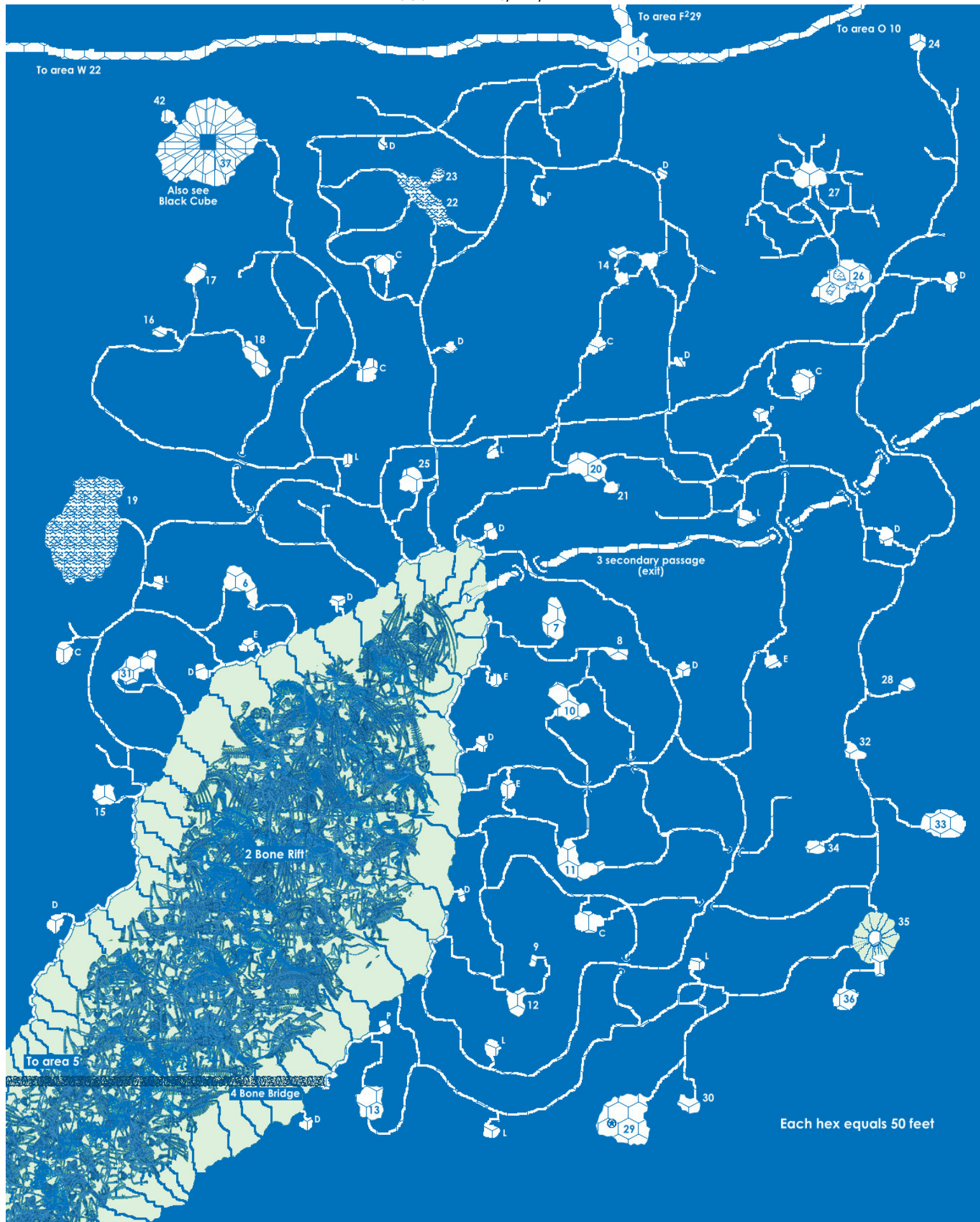
ENCOUNTER AREA S-T/17 The Ghoulish Warrens

by Marco



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 S/17-T/17: MAP A



ENCOUNTER AREA S/17-T/17

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Background

Northeast of the Caverns and Warrens of the Troglodytes is a ghoulish stronghold, perhaps led there by a map found in other portions of the Underdark (c.f. D1, DESCENT INTO THE DEPTHS OF THE EARTH, area 12). The undead migrate from surface lands to these caverns beneath the earth, filtering down secret ways underground to prostrate themselves before their lords and partake of unspeakable feasts. The ghouls are loosely allied with Lolth and her drow, but they also pay homage to Yeenoghu, the Demon Lord of Gnolls. The heart of the warrens hides the Conclave, far from the intrigue of Erelhei-Cinlu and safe from prying eyes of wererat and kuo-toan spies, who could never negotiate the gauntlet of ravenous corpse-eaters. This elite group of drow cleric/assassins and their shadow servants remain aloof from the petty machinations of the drow houses and spy for the Demon Queen of Spiders herself.

General Notes

From area 1 begins a winding maze of cramped tunnels, 3-10' wide and 4'-12' tall. The burrows are roughly at the same level, sloping as needed for over- or underpasses, or to achieve the elevations shown for the cave mouths in area 2. The floors are thick with offal, bones, skulls, and carrion, yet devoid of rats. The putrid smell of uncovered graves saturates the warrens and subjects explorers to the constant effects of ghast stench (-2 on all "to hit" rolls, no save allowed due to the unrelenting odor). For every day spent in this place, each character has a 5% chance of contracting a disease. The party encounters wandering monsters on a roll of 1 in 8, checked every 3 turns.

Roll	Creature
1	1-8 agarats
2	1-2 denzelians
3	drow priestess party
4-6	food train
7-9	3-18 ghouls
10-12	1-12 ghouls and 2-24 ghouls
13-15	10-60 ghouls
16	2-20 ghouls
17	gnoll pilgrims
18	green slime (on ceiling 60% of the time)
19	1 shadow demon and 2-12 shadows
20	yellow mold on a consumed corpse

Agarats: Elite among ghouls, they will attack and kill any non-drow.

Denzelians: These creatures excavated many of the warren tunnels. They are inedible, and ghouls do not bother them.

Drow priestess party: Such groups consist of a female level 7 cleric (AC -3; H.P.: 41; **drow +3 mace**), 2-5 level 5 underpriestesses (AC 0; H.P.: 25 each; **drow +2 mace**), and an escort of either 1 mezzodaemon (10%), 3-12 shadows (40%), or 2-8 ghouls (50%), who chase off ghouls whose hunger gets the better of their good judgement. The upper level cleric has the following spells:

First Level:	curse, putrefy food and drink, cure light wounds (x2), cause light wounds
Second Level:	chant, dust devil, hold person (x2), silence 15' radius
Third Level:	cause disease, meld into stone, prayer
Fourth Level:	cure serious wounds, tongues

The underpriestesses have the following spells:

First Level:	command, cure light wounds, detect good, protection from good, cause fear
Second Level:	aid, resist fire, enthrall, hold person, augury
Third Level:	bestow curse, cause blindness

These priestesses possess the usual innate abilities for drow females over 4th level. Each drow carries 1-8 electrum, gold, and platinum pieces per level, plus a 100 g.p. gem per level.

Food train: These groups consist of two files of 6-24 chained captives driven by 4-9 ghouls, destined for the horrible ghoulish larders. The race of each captive is as follows:

Roll	Race
1	bugbear
2	dwarf (25% are derro; 15% are duergar)
3	elf (45% are drow)
4	gnoll (20% are flind)
5	goblin
6	half-elf (45% are half-drow)
7	half-orc
8-9	hobgoblin
10-12	human
13-14	kuo-toa
15	norker
16-17	orc (10% are ogrillon)
18	quaggoth
19	svirfneblin
20	troglodyte

Each ghast has a 70% chance of bearing a cage on its back containing 11-20 rats (50%), 2-5 jermlaine (35%), 1 snyad (10%), or 1-2 mites (5%), a quarter of these creatures are already dead. The ghouls will ignore the party, being more concerned with rushing to the larders before being mobbed by ravenous ghouls.

Ghouls and Ghasts: Groups of ghouls and ghasts are usually feeding. Ghoulish groups generally do not attack, unless hungry. Ghouls witnessing attacks on other ghouls generally do not care, and will move to consume the fallen. However, turning undead will enrage all ghouls in sight, who

will attempt to fall in a frenzied rage on the offending cleric.

Ghasts will attack recognized intruders, directing nearby ghouls to do the same. Characters wearing the pale green drow robes are permitted to pass by ghasts. Fighting off hungry ghouls, who attack regardless of garb, is acceptable behavior.

Gnoll pilgrims: Pilgrimages include 4-24 gnolls, 2-12 flinds, and 1-4 ghuuna, led by a gnoll witch-doctor (HD 5; H.P. 27; level 5/5 cleric/magic-user) traveling to area 29. The witch-doctor uses his evil cleric abilities to pacify hungry undead, but sometimes nervous pilgrims end up touring the ghoul larders instead of Yeenoghu's temple. Each gnoll has 1-20 silver and electrum pieces, and the flinds twice that. The witch-doctor and ghuuna have 6-60 gold pieces, and the witch-doctor also carries a **talisman** for summoning a shoosuva. The leader's spells are:

- First Level:** **bless, cause light wounds, invisibility to undead, burning hands, jump, push**
- Second Level:** **chant, withdraw, wyvern watch, shatter, web**
- Third Level:** **remove paralysis, slow**

Shadow Demon and Shadows: These groups are returning from spying on others in the Underdark and will avoid the party if not noticed.

- C. **COMMON AREAS:** These large dens are occupied by 4-32 ghouls, 0-11 ghasts, and 0-19 ghoultirges. In the debris are 1-100 copper, silver, electrum, gold, and platinum pieces, 1-10 gems worth 10 g.p., 1-4 gems worth 50 g.p., 0-2 pieces of jewelry, and a 5% chance of a random magic item.
- D. **DENS:** Each of these is occupied by 0-9 ghouls, 0-3 ghasts, and 0-11 ghoultirges. The litter of skulls and bones is profuse, and searching characters may find 1-20 copper, silver, electrum, and gold pieces, plus 0-5 gems worth 10 g.p. . Dens along the ledges in area 2 are cleaner, as the undead toss their refuse into the bone sea, rather than wait until the piles reach the ceiling before clearing the debris.
- E. **EMPTY:** These vacant dens may (25% chance) be roosts for 1-20 ghoultirges. These places have no treasure.
- L. **LARDERS:** These charnel caves are filled to the ceiling with rotting corpses, limbs, and fragments, mostly from humans, demi-humans, humanoids, and kuo-toa. There are also bats (normal, giant, and mobats), rats (normal and giant), giant lizards (also pack and riding lizards), giant snakes, displacer beasts, giant frogs, minotaurs, owlbeats, umber hulks, hook horrors, osquips, rothé, mongrelmen, yuan ti, plus giant insects, spiders, anhkhegs, aspils, driders, formians, and even rotting fish from the Sunless Sea. The stench in these areas is truly horrible, worse than elsewhere.

Each larder has a 10% chance that a yellow mold colony, 1-4 violet fungi, 1-4 phycomids, or 5-50 rot grubs (equal chance of each) has gained a toehold among the corpses. Each turn there is a 1 in 4 chance that 1-12 ghouls (60%) or 1-8 ghasts (40%) will enter and attack on sight. No treasure is in these caves.
- P. **BONE PITS:** These pits are sinkholes, 10-60' deep, filled almost to the top with bones and old junk. It takes hours to search these pits, but within are 10-100 copper, silver, electrum, gold, and platinum pieces, 5-50 gems worth 10 g.p., 2-20 gems worth 50 g.p., and 1-10 gems worth 100 g.p.. Some usable equipment, such as backpacks, spikes, lanterns, or arrows, may also be found.

- 1. **THE DEATH'S HEAD GATES:** The entrance to the ghoul warrens

in a large cavern, 100' in diameter and 125' high, at the convergence of 3 primary passageways that lead southeast, northeast, and west. The area is dominated by a huge 40' tall stone skull, mounted 30' up on the southwest wall. Three horns on its forehead reach towards the ceiling, and its 8' eye sockets form passages from which issues a nauseating violet glow. A third, dark passage is in the nasal cavity, and, below the upper teeth, the rest of the carving vanishes into a huge mound of skulls piled against the cavern wall. Characters may approach the nasal passage by a difficult, but not impossible, climb over the skulls. The party will notice a horrible charnel smell issuing from the tunnels and see vague darting shadows within the purple lights in the eyes. Those using **fly** or **levitate** to peer into the eye sockets see black iron braziers of purple fire and stooped humanoids scurrying beyond them.

- 2. **THE GREAT BONE RIFT:** An awe-inspiring sight awaits those seeing this area from the cave mouths or ledges lining the sides. An enormous rift stretches far off to the southwest. Dimly lit with a faint, sickly gray light by phosphorescent mosses on the ceiling hundreds of feet above, the chasm extends for thousands of feet, well out of sight. The floor of this fissure is completely obscured by millions of gnawed bones, discarded over tens of thousands of years by ghouls feasting while on the crags above. Yellowed skulls, teeth, horns, and bones from hundreds of species lie scattered in a vast morbid sea of death—castings from humans, demi-humans, all sorts of humanoids, troglodytes, kuo-toa, rats and other vermin, pack lizards and riding lizards, rothé, giants, plus bulette carapaces, giant insect exoskeletons, mammoth tusks, petrified dinosaur bones, and even demon remains. The bones reach within 80' of the lowest of the ledges and cover the floor to an unknown depth. Characters that, for some reason, fall into the rift will take only half the standard falling damage from the plummet, as the brittle, loosely piled bones cushion the impact. However, each character will also be impaled by 0-3 bones for 1-6 H.P. damage each.

The sound of a character landing amidst the bones may attract the true horrors of the rift. Many purple worms of the largest size (roll d4+4 H.P. per HD) inhabit the gruesome bone sea, burrowing through and spreading the bones about the cavern floor. Each major disturbances, such as landing in the bones, combat, or area-of-effect spells have a 40% chance of attracting a worm's attention, which arrives in 2-12 rounds. Combat with one worm may attract another. Characters merely picking their way across the rift incur a cumulative 2% chance per turn of being noticed. Silence does not negate this risk, as the vibrations are transmitted by the bones themselves. Bipedal floundering in the bones move at ½ their movement rate and fight at -2 "to hit" with dexterity bonuses to AC negated.

Other scavengers inhabit the rift, doing their best to keep a low profile, and are encountered on a 1 in 12, checked every 6 turns.

Roll	Creature
1	Carriion Crawler (1-6)
2	Giant Centipede (2-24)
3	Megalocentipede (1-4)
4	Giant Bluebottle Fly (1-10)
5	Grey Ooze (1-3)
6	Phycomid (1-4)
7	Rot Grub (5-20)
8	Scum Creeper (2-24)

3. WORM BURROW: The secondary passage leading east from hex T/17 is an old purple worm burrow that starts 10' above the level of the bones. Castings and hatched worm eggs litter the first 100' of tunnel.

4. THE CROSSING: From this ledge stretches a vast suspension bridge of bones. The slats are made from huge bone plates like a stegosaurus's. The rails are made from long femurs and tusks. The whole bridge is held together by thick cables of woven hair and ancient sinew, solidly petrified at its anchors in the rift walls. The ends start at 200' above the level of the bones, but the bridge sags to within 40' of the surface halfway across its 1200' length. While the ends are quite solidly secured, many of the bones have grown brittle over the centuries. Each character making the crossing runs a 1 in 10 risk per 6 turns of a bone crumbling underfoot, with a 40% minus 2% per dexterity point chance of falling. Precautions such as roping characters together will prevent this.

Crossing the bridge is an eerie experience, as the party finds itself on a narrow path stretching ahead out of sight and backwards into the darkness above the bone sea, all gently swaying in a chill breeze. The silence is broken only by occasional rustling from below (worms burrowing in the bones), or the flapping of vast wings in the darkness overhead. On a 1 in 12 checked every 6 turns, some of these unseen beasts are attracted to the noise or lights on the bridge.

Roll Creature

- | | |
|---|--|
| 1 | Giant Bat, 1 HD (3-18) |
| 2 | Mobat, 6 HD (1-8) |
| 3 | Doombat (1-8) |
| 4 | Fire Beetle (3-12) |
| 5 | Ghoulstirge (3-30) |
| 6 | Gloomwing |
| 7 | Grell |
| 8 | A purple worm erupts below with a shower of bones, yawning maw snapping up at the party on the bridge, but falls just short. |

5. THE MAW: Characters reaching the end of the bridge see ahead a great stone head on the rift wall, peering out from the dimness, with the path ending in its gaping mouth. Over millennia, layers of limestone deposits have coated the head, causing it to be unrecognizable. Just inside the mouth is a silvery glyph on the floor. Its meaning is unclear to **comprehend languages** or **read magic**, but characters feel uneasy looking at the twisting pattern that seems to shift and twist out of the corner of their eyes. No effects occur from watching, touching, or walking over this symbol. The tunnel leads down a winding stair whose smoothly-worn treads are too high and too narrow to be comfortable for humans (and ghouls, who avoid and fear this place without knowing or remembering why). The stairs descend hundreds, then thousands of feet, and at the bottom is an even deeper and more alien underworld, to be detailed in another module.

6. DINING CHAMBER: This floor of this large cavern, 80' long by 60' wide, is covered with heaps of bones. Engaged in various disgusting feeding activities are 94 ghouls (H.P. 10 each). These beasts are tearing the flesh off haunches of meat, sucking marrow out of bones with their tongues, picking their teeth with spines, lapping up putrid fluids from crude stone bowls, hacking bodies apart on chopping blocks, playing tug-of-war with entrails, spreading fat on rat carcasses like butter on toast, and

generally being as ravenous and repulsive as only ghouls can be. They will pay no attention to the party unless bothered. Note that turning attempts will result in the effects described earlier. Each turn, 1-20 ghouls enter and 1-20 leave, so this chamber is always occupied. A search of the debris would take days, but if accomplished, 1,000-10,000 of each coin type, 20-200 gems, 4-40 pieces of jewelry, and 1-10 magic items are found.

7. PARLOR: In this littered cave are 27 ghouls (H.P.: 29, 28, 27x2, 25x2, 22x3, 21, 20x2, 19x2, 18x3, 16x3, 15, 14, 13x2, 11x2, 10). Unlike their ghoul cousins, when these undead are sated from feeding, they engage in more sophisticated pursuits, such as tattooing, scarification, body piercing, fang sharpening, bone whittling, and the like. The ghouls are seated among sarcophagus lids hauled to these warrens from despoiled sepulchers. Scattered among the bones are 4,892 copper pieces, 2,310 silver pieces, 1,801 electrum pieces, 1,223 gold pieces, 450 platinum pieces, 102 gems worth 5 g.p., and 33 worth 10 g.p..

8. CAVE OF ROSES: The walls of this 20' long cave are obscured by thick, tangled briars sprouting from cracks on the walls and floor and growing among and through scattered skulls. Throughout the vines are jet black roses. If picked, the flowers wither away in 12 turns. Careless characters may be pricked by thorns. Failing a save vs. poison means the character's hand is swollen and useless for 24 hours.

9. TOMB: A 3' thick granite slab, scored and chipped as though something tried clawing past, blocks this cul-de-sac. Long ago, a magic-user fleeing from a pack of ghouls sealed himself here with a **wall of stone**. Among the skeleton's crumbling equipment is a **dagger +3**, a **wand of illumination** with no charges, a 500 g.p. opal, a pipe, and a scroll. In his last hours, the poor soul smoked the pipe (perhaps intentionally consuming his precious air) and scribbled his story on the blank scroll he had cast his spell from. While the special vellum survived the centuries, the words written in the magic-user's own blood have deteriorated beyond legibility.

10. DANCING CHAMBER: Characters approaching this place notice a rhythmic booming from 150' away, and when 50' away, they see a flickering violet light ahead. This large cavern is 90' in diameter, and the 130' ceiling drips with stalactites, although the floor is worn smooth. Wild shadows are cast on the walls by dozens of lamps built from rib-cages, each of which emanate a nauseating, hellish violet light from their dancing mauve flames. The center of the cave is crowded with a mob of 66 ghouls (H.P.: 15x3, 14x4, 13x5, 12x7, 11x5, 10x9, 9x10, 8x8, 7x9, 6x4, 5x2), and 33 ghouls (H.P.: 30, 27x2, 26, 25x2, 24x2, 23x2, 22x4, 20x3, 19x4, 18x3, 17, 16x3, 15x2, 14, 13, 12), cavorting, hopping, leaping, twisting, and writhing to a booming drumbeat and dissonant piping. The source of the weird music is a 5' high skull-lined ledge where 2 ghouls (H.P.: 28, 25) wildly play their instruments. One beats on a trio of drums made of skin stretched over huge hollowed mushroom caps; the other blows on a set of bone **pipes of insanity** (playing the correct tunes causes **confusion**, **fear**, or drive listeners berserk, depending on the musician's desire; affects all within 40' and lasts as long as the user is not interrupted, save vs. spells to resist the music). The ghast knows their proper use if battle occurs. However, the undead will ignore characters unless the musicians are interrupted, in which case the entire howling mob falls upon the party. The magic pipes are the only treasure here.

11. CAVE OF GASES: Yellow fumes seep from cracks in the floor and walls of this bare cave. When the subtle wisps are seen, the party is already exposed, for over the ubiquitous stench, it is impossible for the party to smell the gas. The emanations are hallucinogenic, and each player must save against poison at -3 to avoid the effects. Those failing do not immediately

hallucinate, but every 12 turns have a 30% chance of experiencing a distortion of the surroundings lasting 2 turns. The gas lasts 12 hours unless neutralized. **Slow poison** causes hallucinations to overwhelm the character at the end of the spell's duration (act **confused** for 10 rounds).

Roll	Hallucination
1	The walls and ceiling of the tunnel are rhythmically expanding and contracting, giving the impression of being in the windpipe of some enormous beast.
2	A skull on the floor whispers its life story before being devoured by ghouls. The tale is entirely true, if verified.
3	The character feels a warm wet drop on his arm and finds a spot of blood. If he checks the ceiling, he sees blood dripping from many places, and the floor becomes red and slick.
4	The character has a crawling feeling on his skin. On checking, he finds his body infested with worms. He will panic, tear off clothes, and possibly attempt to burn off the grubs.
5	A strange, alien chanting is heard echoing in the distance. It does not sound like ghouls, but the creature making the noises cannot be identified.
6	The party's shadows take a life of their own, make odd gestures, and move inappropriately.

12. NURSERY: This 40' long, 15' wide gallery is guarded by 6 large ghosts (H.P.: 30, 28x2, 25, 23x2) who kill all intruders. This narrow cave is clear of bones and debris, instead filled with 56 human and demi-human corpses in two neat rows along a central aisle. Examination reveals the bodies are transforming into ghouls (nails and teeth lengthening, spine curving, jaws elongating, faces becoming more bestial). Unless **blesed**, each body rises as a ghoul in 1-4 days. Hungry ghouls trying to enter this cave are slain by the ghost guards, and the corpses tossed into the gallery to serve as the first meal for the "newborns".
13. DREAMING CAVE: Characters entering this cave see a bizarre sight. 18 ghouls (H.P.: 15, 13x2, 12x4, 10x4, 8, 7x2, 6x2, 5, 4) sit swaying in a circle around a large bronze brazier of ghoul light. Smoking in the flames are pellets emitting a sweet, cloying odor that cuts through even the ambient stench. The vapors do not affect the living, but induce a hallucinogenic trance on ghouls, ghosts, and vampires. Any attack disrupts the dreaming state. There is no treasure and no more of the pellets here.
14. FROZEN CAVE COMPLEX: Characters entering this network of 3 caves immediately notice that the temperature drops. Rime-covered columns studded with spikes and hooks stretch from floor to ceiling. Dangling from these are scores of frosty corpses, mostly human and humanoid, but here and there are also giant lizards, giant rats, rothé, and other monsters of the underworld. Many are mutilated, with heads and limbs torn off. However, a closer look at the corpses will expose the party to the brown mold growing in these caves. The ghouls are undead with no body heat, and are not bothered.
15. PIT OF THE GLUTTON: This cavern is 70' high, with the tunnels entering halfway up the walls. The floor slopes down to the bottom of the chamber, where, reclining in a large depression,

is a monstrous being. Once a ghost, the creature's vast, corpulent bulk, grossly fattened by millennia of feeding on corpses, quivers on the floor. Huge, pulpy folds of fat radiate up the sides of the depression. The creature's arms and legs are lost amidst the massive flesh, but at one end of the 12' diameter bulk is a hairless bulge with the eyes, nose, and mouth of the creature. All over the fleshy mass are open sores and pustules oozing foul liquids, and fluttering about are dozens of greedy ghoultirges obscenely suckling at the pus.

The Glutton has 102 H.P. and AC 10, and regenerates 8 H.P. per round while alive. Its serrated tongue is 12' long and lashes out as a 16 HD monster. A hit does 2-8 H.P.: damage and paralyzes a victim (including elves) who fail a saving throw against petrification. The next round, the victim is drawn to the yawning mouth where it is automatically bitten for 4-16 damage. If not paralyzed, a victim can resist being pulled (the tongue has 18/76 strength). The tongue takes only 15 H.P.: to sever, but, in 2 rounds, the Glutton will regenerate a new tongue. A party attacking the Glutton must deal with a flock of 43 enraged ghoultirges (H.P.: 14x3, 13x5, 12x6, 11x8, 10x9, 9x6, 8x5, 7x2). Moreover, ghouls witnessing an assault on the Glutton also attack. A disturbance here has a 30% chance per round of attracting 2-20 ghouls, and a 20% chance of alerting 1-10 ghosts.

If the party slays the Glutton and moves its 2 ton bulk, they find a solid platinum seal in the depression floor. The disc weighs 500# (value 25,000 g.p.), and it covers an ancient shallow cavity containing a **mirror of mental prowess**.

16. DEAD END: Long ago, a spymistress ordered the death of a rival drow, who was caught in this dead end by a pack of ghosts. She screamed as they tore her to pieces and has never stopped. Her groaning spirit (H.P.: 29) attacks any living being. Her equipment is scattered about, and characters can find a **drow +2 dagger**, a tarnished silver spider amulet (100 g.p.), 8 gems worth 100 g.p., and 62 platinum pieces.
17. DARK CAVE: This tiny cave is shrouded in **darkness**. A **wish** dispels the effect for 24 hours, but nothing else will illuminate this area. A careful search by touch uncovers nothing, but characters standing quietly for 1 turn hear a faint ragged breathing and snatches of unintelligible whispers. Wandering monsters never enter here.
18. FLAYING CAVERN: Scattered about this 60' long cave are 7 stone blocks on which rest cadavers in the gruesome process of being skinned by 11 ghosts (H.P.: 19, 17, 16, 14x2, 12, 11x3, 10, 9) armed with wicked knives (**+2 drow daggers**). Fat obtained from the skinning process is dumped in large pails for eventual rendering into oil for the ghoul lights in the warrens. Hanging along the walls like tapestries are many intact skins from a variety of intelligent creatures. A chest in the corner holds cruel scalpels, needles, barbs, and other tools for cutting and sewing skin. Underneath is a leather lack holding 88 copper pieces, 63 silver pieces, 31 electrum pieces, 25 gold pieces, 16 platinum pieces, 9 gems (3x5 g.p., 2x10 g.p., 2x50 g.p., 1x100 g.p., and 1x1,000 g.p.), and 3 plain gold rings worth 5 g.p. each.
19. THE BLACK LAKE: This large cavern has a high (120') ceiling covered with rows of stalactites and flowstone draperies. The cave is flooded by 6-12' of inky water, and drifting about are the waterlogged, bloated bodies of humans, demi-humans, and humanoids, being "cured" by a thorough soaking. Poling a raft among these gruesome, bobbing obstacles is a bodak (H.P.: 51), dressed in tattered black robes with a hood drawn tightly over its head. The bodak is armed with a nasty hook on its pole (treat as a bill-guisarme, damage 2-8) that it uses to snag corpses in the water.

The boatman hides its treasure in a hollowed stalagmite protruding from the water at the far end of the cave. Inside is

a sack of human skin with 216 electrum pieces, 511 gold pieces, and 39 platinum pieces. A bowl-like fragment of dwarf cranium contains 18 gems (2x100 g.p., 9x500 g.p., 7x1000 g.p.), a platinum earring with a moonstone worth 470 g.p., a broken ebony wand, a **spoon of stirring**, a **talisman of the sphere**, 4 **bolts +2** (which will fit drow hand crossbows), and a **drow dagger +3**.

20. THE CAULDRON: Flickering purplish lamps light this large chamber. Dominating its center is an enormous pot, 6' diameter and 6' tall, heated from beneath by a geothermal vent. A stooped ghost (H.P.: 20) perches on a small scaffold of petrified wood along one side, stirring the roiling, bubbling soup with a large ladle. The croaking cook will gleefully offer the players a slopping ladle-full, pouring the thick, steamy gray mixture into one of several clay bowls scattered near the base of the cauldron.

Anyone so brave as to sample the stew—mostly made of rotten flesh, but also boiled bones, dead rot grubs, a sprinkling of powdered minerals, and a dash of violet fungus tendrils—find it delicious. So good, in fact, that they crave more. A second taste requires a save against polymorph (bonuses for wisdom apply), or the character begins transforming into a ghoul over 9 days.

Day 1-3	character has unpleasant body odor and is immune the effects of bad smells (ghost stench, troglodyte musk, stinking cloud , etc.).
Day 4-6	character alignment shifts to chaotic evil and develops the immunities of undead, as well as immunity to ghoul or ghost paralysis.
Day 7-9	character grows fangs and claws, and may paralyze by touch.
Day 10+	character is a ghoul and abandons his former associates.

The transformation may be stopped by casting **dispel evil** and **remove curse**, but the character must never eat raw meat again, or the process begins anew. Even if a character saves against the curse, they will thereafter always prefer their meat undercooked, or better yet, slightly stale.

21. STORAGE ALCOVE: This tiny alcove is filled with clay jars, urns, bowls, vats, and amphorae of ingredients used by the ghostly cook. There are 6 urns of strange crystalline mineral salts; 1 jar of violet fungus spores (2-8 violet fungi sprout within 6 turns of spreading the spores on a suitable surface); 1 jar of 14 live rot grubs (1 H.P. each); 4 urns of dried clotted bugbear blood and 1 of drow blood; 3 small vats of human tallow; 1 larger vat of olive slime (6 H.P.); and 4 bowls of rotting, severed fingers, dead mice, eyeballs, and tongues.

Scattered among the containers are 2 jars of **oil of slipperiness**, a jar of **elixir of madness**, and an urn with 18 gems worth 500 g.p. each. Wrapped in a rag and concealed behind a pile of shattered urns is a secret ingredient, and potentially a huge embarrassment for the cook: carrots, obtained from the surface lands at great trouble and expense.

22. THE SWAMP: This long cavern is flooded by foul, murky water to a depth of 1-3' over a 1' layer of rotting mud. Dismembered body parts, bloated with fetid gases, float about or jut from islets of repulsive muck. A second glance reveals that the remains are actually twitching and quivering slightly. Ghouls do not enjoy eating animated dead meat, though when starved will certainly do so. This cave has for centuries been a dump for fragments from zombies, coffer corpses, huecuvas, wights, and mummies that the ghouls tore to pieces and discarded in favor

of better meat. The half-animated flesh, impregnated with energies from the negative material plane, has coalesced into an enormous animated conglomerate, a carrion shambler. This thing generally remains dormant, spreading its mass half-underwater. When disturbed, it drags itself together and rises out of the water, like a huge, 16' shambling mound (AC 0; MV 6"; HD 16; H.P.: 89; # AT 2; D 4-16/4-16; SA if both pummeling attacks succeed, the victim is engulfed and suffocates in 2-8 rounds; SD immune to blunt weapons, takes ½ damage from slashing and piercing weapons, immune to fire, lightning adds 1 HD and 1' height, undead immunities). Because the carrion shambler is a collective of dozens of undead, it may not be turned.

On the cavern ceiling are also 3 chasmes (H.P.: 43, 36, 29), enjoying the foul atmosphere. These disgusting demons attack immediately, then in 1-4 rounds the shambler awakens, and begins assembling its body over the next 2 rounds. The carrion shambler may be attacked during this time.

Half-buried in the silt are 3,461 copper pieces, 1,024 silver pieces, 866 electrum pieces, 773 gold pieces, 201 platinum pieces, 74 gems (37x50 g.p., 16x100 g.p., 14x500 g.p., 7x1,000 g.p.), a carved ivory scroll tube worth 200 g.p. (the scroll inside has rotted), an alabaster cup set with emeralds worth 1,200 g.p., a fanged skull with inlaid gold runes and 8 rubies on the forehead (2,600 g.p. total), and an exquisite white gold necklace with diamonds, fire opals, and black opals worth 16,300 g.p., and a **horn of bubbles**, a **trident of warning**, 2 **beads of force**, a **+3 drow buckler**, and a suit of **+1 drow chain mail**. Finding these items takes hours and is 70% likely to cause disease in each person involved (treat as mummy touch).

23. FLOODED CAVE: Into this flooded nook have drifted undead whose flesh is so corrupt that even the hungriest of ghouls would turn away. Drifting in the water like bloated green crocodiles are 4 sons of kyuss (H.P.: 26, 22, 20, 14). Because of their waterlogged state, they take half-damage from fire. The worms infesting the sons also wriggle in the water. Each round, the submerged worms attack the ankles of any characters in the cave, in addition to those worms leaping on characters fighting with each son. Pouring a vial of holy water into the water kills all swimming worms, though has no effect on the sons themselves.

The strongest son is has a gold armband studded with jacinths (1,300 g.p.), and the one with 20 H.P. is wearing a **ring of the ram**, nearly impossible to see on its putrid finger.

24. PAINTED CAVE: The walls of this cave are covered with crude drawings depicting scenes that are disturbing in their commonplace nature: farming, domestic household activities, town markets, a wedding, etc. Occasionally, vestigial memories from a past life surface in a ghoul's consciousness, who may feel the need to express itself here. The pictures are often quickly defaced. This chamber is generally shunned, and if a random encounter occurs, it is with a lone ghoul or ghost who flees.

25. CAVE OF SKULLS: Thousands of small alcoves fill this cavern, crudely hacked from the rock walls and the sides of stalagmites and columns. In these niches are skulls from hundreds of species, with nearly every known demi-human and humanoid represented. The skulls have been selected for their perfection, with no scratches, cracks, or missing teeth. Larger alcoves and pedestals made from broken stalagmites have skulls of giants, demons, daemons, devils, a couple of demodands, and even a brass dragon.

Every turn, there is a 1 in 4 chance that 3-12 ghosts (40%) or 3-30 ghouls (60%) stop by to admire the morbid collection. Searching reveals a skull with a 1,000 g.p. ruby in one eye

socket and a 1,000 g.p. black sapphire in the other, the remains of a long-destroyed eye of fear and flame.

26. **HERD CAVERN:** The entrance to this cavern is blocked by a great black iron door. Standing outside are 5 huge ghouls (HD 6; H.P.: 39, 35, 32, 28; +2 damage). Beyond the portal is a pathetic sight: a place filled with gaunt, diseased beings, destined to be food for the undead of these warrens. There are 134 prisoners, determine their races from the table under the "food train" encounter in the warren wandering monster table. About 30 of these pitiable beings still are affected by ghoul paralysis. Some 20 dead, fungus-covered prisoners lie along the cavern walls. The cavern is dimly-lit by phosphorescent mosses on the walls and ceiling, which along with fungi provides food for the cattle penned here. Water comes from 3 shallow pools of dirty water in the far recesses. No treasure is to be found.

27. **SEALED WARREN:** The prisoners in area 24 have heaped fungus logs and rocks to block this tunnel. Centuries ago, a group of the earliest humans hid in these recesses from their ghoulish predators. They survived by adopting the noxious habits of their jailors, and now exist as grimlocks, living by raiding the ghouls' herds. In these tunnels are 30 of grimlock males (H.P.: 15x2, 14x4, 13x3, 12x2, 11x5, 10x4, 9x5, 8x3, 7x6, 6x2, 5, 4x2, 3), and 3 leader types with 3 HD (H.P.: 17, 16, 14). At the first 4-way intersection, the party will be ambushed on 3 sides by the male grimlocks.

Further in is a bone-littered cave with a fresh pool of water. There are 22 females (HD 1; H.P.: 8, 7, 6x3, 5x5, 4x6, 3x2, 2x3, 1) and 28 non-combatant young here. The grimlocks have no treasure.

28. **SMALL DEN:** This ghoul den is much like those areas marked "D", but is inhabited by 5 sheet ghouls (H.P.: 30, 27, 22, 21, 13) that have gravitated to the same warrens as their kin. In the filth are 2,948 copper pieces and 43 gems worth 5 g.p. each.

29. **TEMPLE OF YEENOGHU:** This smooth cavern is faintly lit by dim purplish light from strange, spiked and fluted iron lamps mounted on the walls. The flickering light illuminates little, leaving the chamber walls in shadow and the ceiling completely shrouded in darkness. The only thing clearly visible is a 12' statue of an anthropomorphic hyena, the demon lord Yeenoghu, clad in a real toga of canine furs, holding in its paws a jeweled, adamantite flail, and possessing glittering eyes. Before the idol is a dark brown, 8' diameter, flat stone, stained by centuries of sacrifices, and to either side are a pair of 10' diameter, 10' deep pits covered by iron grills. The rest of the chamber is decorated with the impaled skulls of gnolls, flinds, ghouls, and ghosts. Yeenoghu accepts any sentients as sacrifices, but only these are worthy of display.

Those coming within 20' of the statue are confronted by a pair of 7' robed figures who step from behind the idol. One carries a huge flail with 3 balls, while the other has a vicious voulge-guisarme. Their heads are cowled, and only blazing red eyes are visible beneath the hood (DM should note which players immediately state their characters avert their eyes). The figures pause to await the proper obsequiousness, and, if not forthcoming, they throw off their robes and attack the next round. The creatures are babau (H.P.: 60, 56), and characters who did not avoid their eyes are automatically subject to their gaze attack (range 20'). The babau close in, expertly wielding their weapons (damage 2-7+7 and 2-8+7 respectively for the flail and pole arm). Players unfamiliar with these demons may mistake the gaunt beings for tall ebony-skinned ghouls.

Any combat in this shrine also attracts, on the following round, 20 vargouilles (H.P.: 9x2, 8x2, 7x4, 6x3, 5x2, 4x3, 3x2, 2x2) from their dark hiding places near the ceiling. Additionally, a violent cacophony of barks will erupt from each pit, where 3

half-starved death dogs (H.P.: 11, 10x2, 9, 7, 6) are penned. If these are freed, they show their gratitude by attempting to eat the players.

The eyes of the bestial dog-headed statue are 10,000 g.p. rubies, and the flail is worth 18,500 g.p. for the metal and gems (as a weapon it is +2 "to hit" and damage due to weight and hardness, but may only be wielded by those with 18+ strength). Behind the statue, where the babau were hiding, is small unholy font, set in the wall, and above it is a reliquary alcove. Inside the reliquary is a garnet-studded silver coffer (850 g.p.) containing 12 gems (8x500 g.p. and 4x1,000 g.p.), an ancient bronze plectrum decorated with gold inlay and fire opals (worth 2,600 g.p.), a sacrificial dagger that appears to be made of silver and thus worth 100 g.p., but is actually made of a mithril alloy (worth 7,500 g.p.), a **potion of invulnerability** in a crystal vial worth 300 g.p., a **scroll of protection from magic** in an ivory tube worth 150 g.p., a **ring of blinking**, and a **scarab of death**. On one of the vargouille perches near the ceiling is a split leather sack containing 1,100 copper pieces, 430 silver pieces, and 711 electrum pieces.

30. **PRIEST'S CAVE:** A curtain of strung bones hangs in this cave's entry. The rear of this grim place contains large basalt block, surrounded by stuffed hyenas and death dogs in life-like poses. Lying on the block is an emaciated agarat, once a level 7 flind shaman (AC 4; HD 7+3; H.P. 40; flindbar damage +3 due to strength; turned as ghost). Patches of its scabrous fur have fallen out, and its bestial snout is cleaved by a gash of a slaver's mouth that is too small its rows of razor teeth. It howls to deliver its level-drain attack. Accompanying it are 2 yeth hounds (H.P.: 23, 18) lurking among the stuffed canines. The agarat can cast:

First Level: curse, command, cause fear

Second Level: enthrall, hold person, silence 15' radius

Third Level: cause blindness, dispel magic

Fourth Level: cause serious wounds

If turned, the agarat shaman leaves with its hounds but, after 3-12 rounds, returns with 40 ghouls, 20 ghouls, and 5 agarats. With the yeth hounds' tracking abilities, they stalk the party and attempt to slay them through ambushes and hit-and-run tactics. Eight of the stuffed canines in the cave have gem-set collars, worth 200-1,200 g.p. each.

31. **CAVERN OF THE UNDEAD LORD:** This isolated cavern is accessible by flight or via dangerous climb up the rift walls. The 90' tall cathedral cave is empty of debris, and the air is fresh. The walls and ceiling drip with gorgeous arrays of stalactites, flowstones, draperies, and frozen cascades, glinting with mineral striations, ore veins, embedded crystals, and gypsum flowers that shine with all colors of the spectrum. Stalagmites jut from the floor, some forming wild clusters like faerie castles, and others meet the stalactites to make huge columns, creating many shadowy nooks in the grotto. As players explore the cave, the shadows subtly grow deeper, ominously appearing to reach out towards the party. This is due to the cause shadows ability of a full-grown nabassu (H.P.: 52) lairing in an alcove 60' above. Under this cover, the demon uses its abilities to move silently and hide in shadows (as a 10th level thief) to attack by surprise. While nabassu normally can summon 2-5 ghouls only in the Abyss, this one may do so here because of its proximity to the warrens. The ghouls take 4 rounds to arrive, as they must scale the rift walls.

This demon is an agent of Lolth, and has created many ghouls, ghouls, and shadows that now serve her drow. In its lair are gems worth 113x5 g.p., 88x10 g.p., 71x50 g.p., 44x100 g.p.,

32x500 g.p., 10x1,000 g.p., 2x5,000 g.p., 1 star ruby worth 10,000 g.p., 1 diamond worth 10,000 g.p., and a huge emerald worth 50,000 g.p. One of the 1,000 g.p. gems is a **jewel of attacks**.

32. COURT OF THE MOTHER: This cave serves as an anteroom to the cave complex inhabited by the Mother of Ghouls. A brazier hangs from the ceiling, fashioned from bronze with an elaborate cage that surrounds a purplish lantern in the center. Its spikes and prongs support effigies of demons that create odd dancing shadows on the walls. 2 shadow demons (H.P.: 32, 28) lurk among these.

33. FEASTING CAVERN: Black iron candelabra topped with skulls shed a ruddy purplish illumination from their eye sockets, illuminating this grand gallery. Between these fixtures are tapestries depicting ghouls, ghosts, vampires, and demons at elegant banquets where they feed on humans and demi-humans. And such a feast is occurring in this very place.

A huge basalt table lined on both sides with stone benches dominates the cavern center. The centerpiece of the banquet is a huge living troll, struggling against chains that hold it down on the table while the feasting monstrosities tear away its flesh as quickly as it regenerates its damage. Trenches carved on the tabletop catch the troll's ichor, conveniently directing it to the seated guests. Each place setting has a severed head with the cranium neatly removed, exposing the brain for eating. Platters on the table include all kinds of raw meat, organs, eyeballs, as well as spitted rats, jermlaine, snyads, and mites (many of them not quite dead).

The revelers include 10 ghouls (H.P.: 28, 26, 25, 23, 20, 18x2, 17, 14, 12), 3 agarats (H.P.: 22, 20, 15), a mezzodaemon (H.P.: 70), and a fallen movanic deva (H.P.: 56; chaotic evil; cleric powers like cure wounds are reversed), corrupted when it thought to make a bargain with Evil powers to promote what it thought was the greater Good. The night hag from area 30 may also be here (15%).

There are 12 seats on either side of the table, plus 2 grand places at the ends reserved for the Mother of Ghouls and the nabassu in areas 27 and 31. Each ordinary place setting has a gold goblet (200 g.p.) and plate (250 g.p.). The vessels at the head of the table are studded with black opals and rubies (goblet: 4,000 g.p., plate: 5,000 g.p.). The platters and flagons of ghoulish food and drink on the table are also gold. A total of 4 large gold dishes (950 g.p. each), 8 smaller ones (400 g.p. each), and 10 gold carafes or flagons (650 g.p. each) set the table. All of these objects need thorough cleaning.

34. WAITING CAVE: In this small cave a night hag (H.P.: 40) awaits an audience with the Mother of Ghouls to petition for the soul of one of the prisoners in area 24. The horrid creature does not dare **gating** in help, since her hostess would be gravely insulted if a barbed devil responded. The hag has 3 gems worth 100 g.p., 2 gems worth 500 g.p., and her **periapt** (possessor cured of all diseases and has +2 on all saves; decays 10% with each use). A 5' tall covered wicker basket in the corner holds 8 larvae (H.P.: 6, 5, 4x3, 3x2, 1).

35. CRYPT OF THE MOTHER: This roughly spherical cave is 100' diameter, with the entry tunnel about 20' from the bottom. A few stalactites descend from above, but the sunken floor is smooth up to a 25' diameter, 12' deep pit in the center. At the far end of the chamber, on a ledge 25' from the floor and 5' above the level of the entrance, is a stone throne set within the fanged mouth of a large stone skull. Violet lanterns flicker within the eye sockets and seated in the mouth is a huge female ghast (H.P.: 56), that fights as a 10 HD monster, with +5 damage due to strength. She wears a fine **robe of protection +4** (as the cloak, AC 0), a **ring of fire resistance**, and a **jade amulet** that renders her immune to turning. She also has a **wand of lightning bolts** with 40 charges that she freely uses. Her face is covered

by a scowling golden death mask, studded with rubies and topazes simulating pustules on the skin (8,400 g.p.).

The Mother of Ghouls is holding court with 8 ghouls (H.P.: 26, 24, 20x2, 19, 16, 14x2) and 2 agarats (H.P.: 24, 19). If combat occurs, 4 night gaunts (H.P.: 35, 30, 26, 23) will flap down from their perches above to defend the Mother.

The central pit has a tunnel on one side leading to the main warrens, so the common ghouls may come and jape at their queen when she holds court, and hopefully have a live victim tossed to them. A muttering mob of 5-20 ghouls is in the pit at all times, but beyond hopping and howling in outrage, they will not be a factor any combat above, as they cannot climb out.

Behind the seat in the skull's mouth is a bare stone block used as a bier by the Mother. The block may be moved with a successful bend bars/lift grates roll, revealing a hollow behind it, although the action releases **dust of sneezing and choking** from within the hollow. In the cavity are 13,566 copper pieces, 10,801 silver pieces, 8,090 electrum pieces, 7,832 gold pieces, 3,112 platinum pieces, 31 gems (19x100 g.p., 8x500 g.p., 3x1,000 g.p., 1x5,000 g.p.), a silver mace worth 450 g.p., a plain electrum ring (2 g.p.) enchanted with **Nystul's magic aura**, an onyx skull worth 750 g.p., a gold spider medallion suspended on an intricate web of delicate silver chains worth 2,850 g.p., a jeweled gold orb decorated with tiny platinum spiders worth 9,600 g.p., a gold and mithril crown set with precious stones including 4 large rubies and 1 huge emerald worth 46,000 g.p., 3 **potions (poison, vampire control, oil of timelessness)**, a **clerical scroll (resist cold, wyvern watch, animate dead, speak with dead, tongues, and insect plague, written at 14th level)**, an **illusionist scroll (darkness, detect illusion, ultravision, wraithform, phantasmal killer, and confusion, written at 12th level)**, a pair of **bracers of archery**, and a **+3 dart of the hornets' nest** (fits drow hand crossbows). A tome, bound in demon hide and decorated with inset platinum wires, sporting a jewel-studded spine, gold latches, pages of soft drow skin, letters of silvery ink, and margins extravagantly illuminated in gold and silver leaf is carefully wrapped and placed in the hollow. This libram is an extraordinarily detailed study of the comparative anatomy of humans and demi-humans, illustrated in exquisite detail. The language is unknown, but the pictures tell all. The libram is worth up to 22,000 g.p. to the right collector, with many potential buyers in Erelhei-Cinlu.

36. WEAVING CHAMBER: This cave is dominated by a huge loom, mounted with an unfinished tapestry that the ghast queen is weaving. The work of art, intended as a gift to the Demon Queen Lolth herself, depicts hundreds of struggling beings, including humans, demi-humans, devils, demodands, slaads, devas, planetars, and solars, struggling to escape a vast web. A seething mass of spiders has cocooned some with webs, and sucked others dry. The cast-off bodies are dumped into a tremendous charnel pit below filled with mobs of ghouls and ghouls gleefully feeding on the corpses. The detail in the tapestry is as exquisite as the subject matter is repulsive. Close examination reveals that the threads are made from actual hair, coming from an array of spinning wheels behind the loom. Pots of dye for the hair are scattered about the cave.

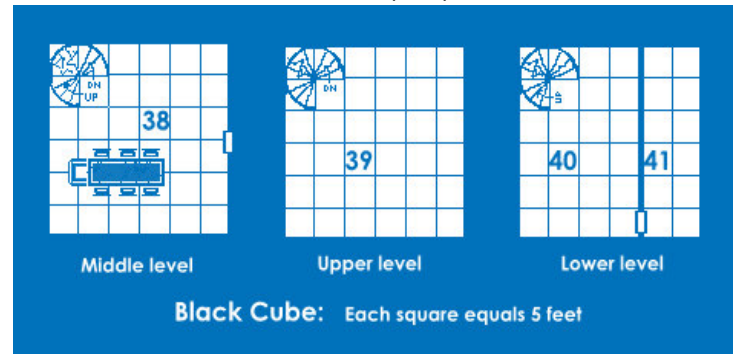
37. CAVERN OF THE CONCLAVE: This place is a huge shaft, lit by a strange green light from above and below, with the entrance opening onto an 8' ledge on the south wall. The shaft extends out of sight, 250' overhead and 450' below. Before the characters is large black stone cube, 30' to a side, suspended in the center of the shaft. The structure is held by a mesh of thick, organic cables sprouting from the faces of the cube and radiating to the sides of the shaft where they are embedded in the walls. The cables are hard and resist all attempts at cutting.

The ledge the party stands on ends in a winding, fragile-appearing path, 2' wide and only a few inches thick,

that slopes up 20' to a round portal in the exact center of the cube. Careful characters may walk the path without falling, but, if fighting, they run a 20% chance, minus 1% per point of dexterity, of misstepping each round. Falling characters have a 20% chance, plus 2% per point of dexterity, of catching themselves on the side of the path or beneath on one of the suspension cables. Otherwise, damage is 20-120 H.P. for those falling to the jagged bottom. Note that most **feather fall** spells will expire long before the character reaches the bottom. Players are not bothered if they stay on the path. However, **flying**, **levitating**, or climbing the cables prompts an attack by 6 type I (vrock) demons (H.P.: 60, 55, 50, 43, 39, 36) who roost on ledges high in the shaft. Due to the cables, only 2 vocks can attack each character, but the demons will use **telekinesis** to push characters into the shaft. Characters have the chances described above to save themselves from falling.

One of the vrock ledges 100' above the entrance has a depression containing 7,830 copper pieces, 8,100 silver pieces, 5,660 electrum pieces, 6,200 gold pieces, 775 platinum pieces, 26 gems (11x50 g.p., 8x100 g.p., 5x500 g.p., 2x1,000 g.p.), a silver necklace with agate and jade (290 g.p.), an onyx bust of a drow (240 g.p.), a gold figurine of Bliibdoolpoolp studded with many tiny pearls (900 g.p.), an **extra-healing potion**, an **egg of reason**, and a **dagger of venom**.

ENCOUNTER AREA S/17-T/17: MAP B



38. **GATHERING CHAMBER:** This plain chamber occupies the middle level of the stone cube, with spiral stairs leading up and down to other levels. A large black table dominates the room, with a throne-like chair at the head and 6 smaller seats along the sides. Black velvet hangings cover the walls, and a large iron chandelier with 21 black tallow candles hangs overhead. 3 drow females sit at the table. One is a level 7 cleric (AC -3; H.P.: 36; **drow +3 buckler**, **drow +3 chain mail**, **staff of withering**). The others are level 4/4 cleric/assassins (AC 0; H.P.: 31, 28; **drow +2 buckler**, **drow +2 chain mail**, **drow +2 daggers** and **short swords**). The cleric/assassins have hand crossbows and 10 poisoned bolts (save or die), and the 31 H.P.: one additionally has a **dart of homing** (usable in her crossbow; not poisoned). The upper level cleric has the following spells, in addition to her innate abilities:

First Level: **command** (x2), **cure light wounds**, **penetrate disguise**, **sanctuary**

Second Level: **augury**, **hold person**, **resist fire**, **silence 15' radius**, **withdraw**

Third Level: **cause disease**, **feign death**, **glyph of warding**

Fourth Level: **cure serious wounds**, **protection from good 10' radius**

The lesser cleric/assassins have the following spells, in addition to innate abilities:

First Level: **curse**, **cure light wounds**, **cause light wounds** (x2), **cause fear**

Second Level: **aid**, **chant**, **hold person** (x2)

Each drow has 1-20 electrum, gold, and platinum pieces per level and a 100 g.p. gem per level. The upper level priestess also has a 500 g.p. gem and a 350 g.p. gold spider amulet. The 2 cleric/assassins have similar amulets made of silver (100 g.p. each).

39. **SPYMYSTRESS' CHAMBER:** This is the domicile of the totally ruthless drow spymistress Issiril, a level 10/10 cleric/assassin (H.P.: 71) who became a shade to better serve Lolth. Rather than risk herself in pointless combat, she will prefer to use the party to her own ends. Unlike other drow, she does not wantonly betray, kill, or torture if there is no need for it; the coldly pragmatic spymistress feels that those who serve her well, whether knowingly or unknowingly, may come in handy again later. Ironically, this makes Issiril the most trustworthy among the drow—which is not saying much—as long as the party is not perceived as a threat. If they are, they will be disposed of in the most rapid, effective way possible. Note that, unlike most drow who are highly arrogant, Issiril rarely underestimates her opponents. Thus, characters making an arrangement with Issiril

are walking on very thin ice indeed.

Issiril is accompanied at all times by a phase spider (H.P.: 33). The spymistress fights with a **scimitar of speed +3** and **drow +4 dagger**, and wears a **drow +3 buckler** and **drow +4 chain mail** (with base dexterity 18, adjusted according to lighting conditions, overall AC -7 to -5). She has a **medallion of ESP** at her neck, which will likely warn her of the party's arrival. Thus, she will have lit a **shadow lantern** hanging from the ceiling, summoning 5-8 shadows, and a chaotic evil **candle of invocation**, turning the ambient illumination to "shadowy light" for purposes of her shade statistics. Her spells are as follows, with additional spells granted by the candle listed in italics:

First Level:	command, cure light wounds (x3), cause light wounds (x2), protection from good, sanctuary
Second Level:	aid, chant, dust devil, hold person (x2), resist fire, silence 15' radius
Third Level:	cause blindness, cause disease, glyph of warding, meld into stone, prayer, bestow curse
Fourth Level:	cloak of fear, cure serious wounds, poison, cause paralysis
Fifth Level:	cause critical wounds, insect plague
Sixth Level:	animate object, blade barrier

In addition to her spells and shade abilities, Issiril has the usual drow abilities. Before a confrontation, Issiril prepares herself with **protection from good**, **aid**, and **prayer**. She lets the spider, shadows, and a **dust devil** do her fighting and avoids melee using **sanctuary**, **cloak of fear**, and her shade abilities to hide in shadows and **create shadow images**. She reserves her innate **darkness** ability to neutralize **light** spells and keep the ambient illumination at an advantageous level for a shade. If combat goes against Issiril, she ducks behind a drape and opens a secret hatch on the side of the conclave building. She steps onto one of the cables suspending the cube and nimbly runs for the exit, ordering the demons (if still alive) to cover her escape. She avoids using **shadow-walk** to flee, since the return from the Plane of Shadow is lengthy. Besides her equipment, she has 50 gold pieces, 50 platinum pieces, and 4 star rubies worth 1,000 g.p.

Issiril's quarters are spartan, for she has forsaken ordinary comforts. The walls are covered with black and violet drapes, and the furnishings include a simple bed, nightstand, desk, and chair. Hanging between the curtains is an impressive collection of odd weapons, including a blowgun, sap, staff sling, falchion and khopesh swords, scythe, flindbar, and various oriental weapons (c.f. OA pp. 43-48), as well as a kuo-toan harpoon and pincer staff; a derro hook fauchard, aklys, spiked buckler, and repeating light crossbow; a thri-kreen throwing wedge and double-bladed polearm; a rutterkin snap-tongs device, double-crescent polearm, saw-toothed flatchet, and 3-armed throwing blade; a yagnodaemon tol-kendar; and a bearded devil's saw-toothed glaive.

The desk is strewn with papers and scrolls, along with a silver and turquoise inkwell worth 270 g.p. and a pen made from a cockatrice feather. On a large shelf above the desk are:

--a large glass jar containing a pickled illithid brain;

--a small bottle of ink: a non-magical alchemical preparation that is invisible when dry, but glows violet when exposed to magical **darkness**. This ink is a jealously-guarded secret among certain drow whose innate **darkness** ability makes it the perfect tool for secret messages. To those select few aware of its use, the bottle is worth up to 1,000 g.p.;

--a book written in the drow language containing formulae for many exotic poisons (worth 2,000 g.p. to the right buyer, many of which will be in Erelhei-Cinlu);

--an atlas of maps of the Crystalmists and surrounding areas on the surface lands, although characters familiar with the region will note a number of mistakes;

--tube containing a **clerical scroll** of **divination**, **commune**, **quest**, and **stone tell**, at 14th level;

--a silver censer decorated with mother-of-pearl and worth 450 g.p.;

--a small case containing 12 blocks of fine incense worth 50 g.p. each;

--3 chaotic evil **candles of invocation** (one may have been already used);

--a small locked coffer containing 700 platinum pieces and 10x500 g.p. gems;

--a tiny cage containing a spider (H.P.: 1) whose venom is especially deadly (save at -5, 1-20 damage even if save succeeds); and

--a small portable shrine to Lolth, which appears as a mithril-veined ebony case with 2 miniature iron doors. The doors open to reveal a black opal-studded cavity containing a black crystal carving of a spider with a drow head and tiny ruby eyes. The whole is worth 14,000 g.p. (8,500 g.p. for materials), but non-believers possessing the shrine will suffer a -2 penalty on saves against poison (-5 against saves specifically against spider venom); disposing of or destroying the shrine negates the curse

40.

TORTURE CHAMBER: This sickening chamber is crowded with a variety of torture instruments. Besides the usual rack, iron maiden, spiked cages, wheels, thumbscrews, pokers, pliers, etc., a number of complicated, sinister devices whose ultimate purpose is obvious, but exact manner of use is unclear, stand in the room. These tools for inflicting pain are scrupulously clean, and have been lovingly polished, oiled, and cared for. Examination reveals that many instruments are equipped with blades, needles, and spikes of silver for torturing the wererat spies of the illithids. One such unfortunate wererat (H.P.: 13 total, 3 current) in human form is strapped to a table and held in place by cunning silver needles in such a way as to prevent escape by transformation to a rat.

Near one wall is a full-length **mirror of life trapping** covered by a black silk cloth. Characters pulling off the drape are assumed to look into the mirror unless they state ahead of time that they are averting their eyes. Trapped in this prison are the following:

3	another wererat spy
4	halfbreed yuan ti (7 HD)
6	illithid
10	male drow magic-user (level 5) of house Eilservs
11	styx devil

- 13 svirfneblin burrow warden (level 6 fighter)
- 14 kuo-toa 'whip' (level 6/6 cleric/assassin)
- 18 female elf (level 2/2 fighter/magic-user), one of the Slave Lord Markessa's doubles mistakenly kidnapped by drow infiltrating a Slave Lord fort (c.f., A2, SECRET OF THE SLAVERS STOCKADE, Dungeon Level areas 30, 38)

41. BLOODLETTING CHAMBER: This grisly chamber has many chains of varying length with wicked hooks at the ends dangling from the ceiling. Beneath the hooks are 5 stained troughs, whose obvious purpose is to catch blood. No victims hang from the hooks, but the perpetrator of the horrors, a human female vampire named Quolea (H.P.: 44; level 8 magic-user), is only too happy for new blood. In these warrens she cannot summon rats. Her spells are:

First Level: affect normal fires, enlarge, magic missile, taunt

Second Level: irritation, ray of enfeeblement, shatter

Third Level: haste, melf's minute meteors, phantasmal force

Fourth Level: Evard's black tentacles, wall of ice

Quolea's coffin is under the false bottom of a trough. Another trough hides her treasure: 2,770 copper pieces, 6,201 silver pieces, 276 electrum pieces, 4,705 gold pieces, 1,032 platinum pieces, 16 gems (7x50 g.p., 4x100 g.p., 2x500 g.p., 2x1,000 g.p., 1x5,000 g.p.), 2 carved obsidian rings worth 20 g.p. each, an ebony jewelry box lined with velvet (worth 90 g.p.) containing a string of black pearls worth 2,100 g.p., a plain platinum anklet worth 100 g.p., a bloodstained jeweled gold cup worth 780 g.p., a fabulous ancient bronze tiara set with fire opals, black sapphires, and emeralds worth 13,300 g.p. (12,000 g.p. for the gems alone), and a bone scroll tube with a **magic-user scroll** of **stone shape** written at 11th level. Quolea's spell book is in an alcove off of the bone rift, which she reaches in bat form.

42. TREASURE CACHE: This cul-de-sac is hidden in the shaft wall, 100' below the cable outside Issiril's secret escape route. The spymistress reaches it by **levitate**. The cave has 4 iron chests lined with lead and anchored to the floor, each with a complex lock (-10% to open) and a poison needle (virulent venom, save at -2).

Chest # 1: 3,225 silver pieces, 9,884 electrum pieces, 5,347 gold pieces, 84 gems (56x10 g.p., 28x50 g.p.)

Chest # 2: A **glyph of warding** on the lid inflicts 20 H.P. of electrical damage to the opener. The chest contains 3,932 platinum pieces, 66 mithril coins worth 25 g.p. each, 22 gems (11x100 g.p., 7x500 g.p., 4x1,000 g.p.), a ruby-encrusted silver tiara decorated with intricate adamantite filigree worth 10,600 g.p.; a mithril necklace decorated with emeralds, diamonds, and bloodstones worth 7,800 g.p.; a platinum brooch with a cluster of sapphires and diamonds worth 1,100 g.p.; and an enameled gold egg decorated with images of demons and set with moonstones worth 840 g.p. (The top of the egg may be unscrewed to reveal 3 black sapphires worth 5000 g.p. each).

Chest # 3: 60 glass vials in 2 layers of trays, each vial snug in its own velvet-lined slot. There are 3 of every poison listed in the DMG page 20 (27 vials); 9 vials of euphoric drugs (save vs. poison or enjoy 6-12 turns of ecstasy; a second save to avoid

addiction, penalized -2 for each time the character has sampled the drug; addicts spend all their resources and betray their associates to obtain more drug); 13 vials of hallucinogens (save vs. poison or hallucinate for 2-12 turns, treat as **feeblemind**); and 11 potions: **clairaudience**, **diminution**, **ESP**, **gaseous form**, **fire giant control**, **humanoid control**, **invisibility**, **oil of etherealness**, **philter of glibness**, **philter of love**, and **polymorph self**.

Chest # 4:

If opened, a swarm of black moths flutters out and flies about the ceiling. When players turn to leave the cul-de-sac, the moths suddenly fly closer together and hover in front of the cave mouth, then coalesce into a **symbol of discord** affecting everyone facing the exit. The moths immediately fall dead afterwards. The characters can destroy the swarm before this happens without triggering the effect. Swatting individual insects is useless, but smoke or fire will work. The chest is filled with blackmail material on various drow in Erelhei-Cinlu. Studying the papers reveals each of the following pieces of information per hour spent:

--A summary of Eclavdra's efforts to encourage giant incursions in the civilized surface lands.

--The names of two of Eclavdra's agents on the surface: Edralve, one of the Slave Lords (c.f. A4, IN THE DUNGEONS OF THE SLAVE LORDS, Island, area H), and Zomara of the Sandvoyager's Guild (c.f. I4, OASIS OF THE WHITE PALM, Temple of Set, area 24).

--Circumstantial evidence connecting the Elder Elemental God to the Temple of Elemental Evil (c.f. T1-4, THE TEMPLE OF ELEMENTAL EVIL), although nothing specific.

--The names of two of Issiril's agents in the Temple of Elemental Evil: Smigmal Redhand and Falrinth (c.f. T1-4, THE TEMPLE OF ELEMENTAL EVIL, Dungeon Level 3, areas 335-338).

--The fact that there is another temple of the Elder Elemental God established by the House of Eilservs in the Underdark, although no location is given.

The chest has a secret compartment in the lid with documents connecting the High Priestess of Lolth, Charinida (c.f. D3, VAULT OF THE DROW, Vault, area 19) to an arrangement with illithid agents that resulted in the assassination of her predecessor.

THIS ENDS THE GHOUL WARRENS

NEW MONSTERS

Agarat (Grame Morris, Tom Kirby)

FREQUENCY: Very rare
NO. APPEARING: 1-8
ARMOR CLASS: 4
MOVE: 9"

HIT DICE: 4+3
 % IN LAIR: 20%
 TREASURE TYPE: B
 NO. OF ATTACKS: 3
 DAMAGE/ATTACK: 1-3/1-3/1-3
 SPECIAL ATTACKS: Scream
 SPECIAL DEFENSES: Iron or magic weapons to hit
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Very
 ALIGNMENT: Chaotic evil
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE: V/280 + 5 per hit point

Agarats are undead related to ghouls and ghosts, and often encountered among packs of their cousins. They can only be distinguished from ghouls by their blood-curdling screams and inability to paralyze victims.

The scream of an agarat is its most feared attack, causing all characters within 20' to save vs. spells or suffer a temporary 1 level energy drain lasting 1-4 turns. After this time, characters who are still alive regain their lost level(s). Agarats can only scream once per turn. The effects of agarat screams are cumulative, and creatures temporarily drained of all life energy will fall unconscious and cannot be awakened for 2-12 turns.

Agarats are immune to sleep, charm, and hold, and they are turned as spectres.

Carrion Shambler (Bruce R. Cordell, Steve Miller)

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: 0
 MOVE: 6"
 HIT DICE: 16
 % IN LAIR: 100%
 TREASURE TYPE: Nil
 NO. OF ATTACKS: 2
 DAMAGE/ATTACK: 4-16/4-16
 SPECIAL ATTACKS: Suffocation
 SPECIAL DEFENSES: See below
 MAGIC RESISTANCE: See below
 INTELLIGENCE: Low
 ALIGNMENT: Neutral (evil)
 SIZE: 16'
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE: IX/8100 + 20 per hit point

These enormous agglomerates of putrid undead tissue spontaneously arise from charnel houses, mass graves, and other concentrations of corpses that become saturated with energies from the Negative Material Plane. At rest, the shambler resembles a heap of rotting flesh and bones, but when roused, takes a roughly humanoid shape similar to a huge shambling mound.

The shambler attacks with two flailing arms, and if both hit, the victim is engulfed and suffocates in 2-8 rounds. An engulfed victim may escape through a successful Bend Bars/Lift Gates roll. The shambler is immune to blunt weapons and takes ½ damage from slashing and piercing weapons. Fire does not affect it, and lightning adds 1 HD and 1' height per die, although an engulfed victim will take full damage. The shambler is additionally immune to mind influencing spells, and because it is a collective of dozens of undead, it may not be turned.

Ghoulstirge (Lenard Lakofka)

FREQUENCY: Rare
 NO. APPEARING: 2-8
 ARMOR CLASS: 7
 MOVE: 3"/8"

HIT DICE: 1 + 6
 % IN LAIR: 70%
 TREASURE TYPE: D
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 1-4
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Nil
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Animal
 ALIGNMENT: Neutral
 SIZE: S
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE: III/105 + 2 per hit point

These strange undead stirges are found in cemeteries, underground lairs, and other places where ghouls are found. Like normal stirges, they attack as 4 HD creatures. On a successful hit, the ghoulstirge does 1-4 hit points of damage and paralyzes the victim unless a save is made. Every round thereafter, the ghoulstirge automatically drains 1-6 hit points of blood. After it drains 12 hit points, it detaches from the victim and flies away to digest its meal.

Ghoulstirges are turned as ghouls, and elves are immune to their paralysis.

Ghuuna (Tomas Willis)

FREQUENCY: Very rare
 NO. APPEARING: 2-5
 ARMOR CLASS: 4
 MOVE: 12"
 HIT DICE: 6+6
 % IN LAIR: 15%
 TREASURE TYPE: B, Q (x2)
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 4-16 or by weapon type
 SPECIAL ATTACKS: Diseased bite
 SPECIAL DEFENSES: Iron or magic weapons to hit
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average
 ALIGNMENT: Chaotic evil
 SIZE: L (8' tall)
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE: VI/600 + 8 per hit point

Ghuuna are the results of a quasi-lycanthropy created by Yeenoghu that affects gnolls and flinds, allowing them to change into hyaenodons. In humanoid form, ghuuna appear as large gnolls. They shun armor and usually carry swords. In hyaenodon form, ghuuna can deliver a crushing bite for 4-16 damage that inflicts "ghuunism" among gnolls and flinds like lycanthropy spread by were-beasts. Non-gnolls must save vs. poison or be affected as if by **cause disease**. In both forms, ghuuna have 90' infravision and acute hearing and smell that reduce their chance of being surprised to 1 in 6.

Ghuuna can command and control 2-8 hyenas or 1-4 hyaenodons, although they cannot summon them from afar. A ghuuna is 80% likely to be accompanied by 2 hyenas (70%) or 1 hyaenodon (30%) as pets or guards.

For every 10 gnolls, there is a 5% chance for 2-5 ghuuna to be present, acting as leaders and protectors. Only gnoll shamans and strong chieftains have more "push" in a gnoll band than ghuuna do. Female ghuuna are practically the only respected females in gnoll society. Like gnolls, ghuuna keep slaves. They may not become shamans or witch-doctors. They also rarely spread "ghuunism," preferring to be "the few and the proud."

Night Gaunt (Bruce Nesmith, Douglas Niles, Ken Rolston)

FREQUENCY: Very rare

NO. APPEARING: 2-8
 ARMOR CLASS: 7
 MOVE: 15"/24"
 HIT DICE: 5
 % IN LAIR: 30%
 TREASURE TYPE: G
 NO. OF ATTACKS: 2 claws or 2 talons
 DAMAGE/ATTACK: 1-4/1-4 or 1-8/1-8
 SPECIAL ATTACKS: See below
 SPECIAL DEFENSES: Silver or magic weapons to hit
 MAGIC RESISTANCE: Standard
 INTELLIGENCE: Average
 ALIGNMENT: Chaotic evil
 SIZE: M
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE: V/210 +5 per hit point

These undead inhabit ancient ruins. They are people who made dark pacts with evil forces, but died before completing their appointed tasks. They look like hairless, naked men with large bat wings. Their feet have strong talons and their hands are clawed. Where there was once a face is now just a featureless oval. Night gaunts know the alignment of any creature within 24" and use this sense instead of vision.

The favorite tactic of a night gaunt is to swoop down off a high ledge or tower and grab a victim with its foot talons. Each does 1-8 points of damage. Only one successful hit is necessary to fly away with its prize. Once airborne, they drop their prey from at least 100'.

Night gaunts are immune to enchantment/charm and death spells and they are turned as wights.

Shoosuva (Roger Moore)

FREQUENCY: Very rare
 NO. APPEARING: 1
 ARMOR CLASS: 3
 MOVE: 15"
 HIT DICE: 6
 % IN LAIR: Nil
 TREASURE TYPE: See below
 NO. OF ATTACKS: 1
 DAMAGE/ATTACK: 6-15 (+2)
 SPECIAL ATTACKS: Creeping paralysis
 SPECIAL DEFENSES: Silver or magic weapons to hit
 MAGIC RESISTANCE: 30% (see below)
 INTELLIGENCE: Very
 ALIGNMENT: Chaotic evil
 SIZE: L (6' high at shoulder)
 PSIONIC ABILITY: Nil (immune to psionics)
 Attack/Defense Modes: Nil
 LEVEL/X.P. VALUE: VI/600 + 6 per hit point

Shoosuva are a form of demonic undead intermediaries between Yeenoghu and his shamans. The name means "returners" in the gnoll tongue, referring to a belief that shoosuva are incarnations of Yeenoghu's greatest shamans. Shoosuva are feared greatly by gnolls and flinds, who obey their every command to the death.

Shoosuva appear as huge, emaciated hyaenodons, glowing with a yellow phosphorescence similar in intensity to a light spell. Those bitten by a shoosuva must save vs. paralysis or be inflicted with creeping paralysis leading to a cumulative -1 penalty "to hit" and 1" reduction in movement rate per round. When the movement rate falls to 0", the victim cannot perform any physical activity, including speaking. Only basic life functions continue. The paralysis wears off 3-6 turns after full immobilization. Shoosuva paralyze as many persons as possible in melee, then kill the victims at their leisure.

Gnoll or flind shamans and witch-doctors of 5th level clerical ability can create a talisman that summons a shoosuva when cast to the ground and Yeenoghu's name is pronounced. Such a talisman is a miniature

carving of a hyena skull, made from the bones of a gnoll or flind shaman. The shoosuva is **gated** in by Yeenoghu after a 1 round delay, and immediately attacks all enemies of the summoner. The shoosuva remains until slain (whereupon its spirit is sent back to the Abyss) or after one hour, at which time it fades away.

Aside from summoning via talisman, a gnoll shaman may call on Yeenoghu for assistance, who may send a shoosuva with a chance of 2% per petitioner's clerical level. The shoosuva remains 1 round per shaman's level, and it provides any advice Yeenoghu is able and willing to give. The shoosuva also defends the summoner.

Shoosuva are immune to enchantment/charm and death spells, and have 30% resistance to cold, heat, and electricity spells. If a spell overcomes their resistance, they still take ½ damage if they fail their save, or ¼ damage if the save succeeds. Holy water does 2-8 points of damage per vial, and clerics may turn them as "special" creatures. A shoosuva must always be fed carrion by as a reward for its services.

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