

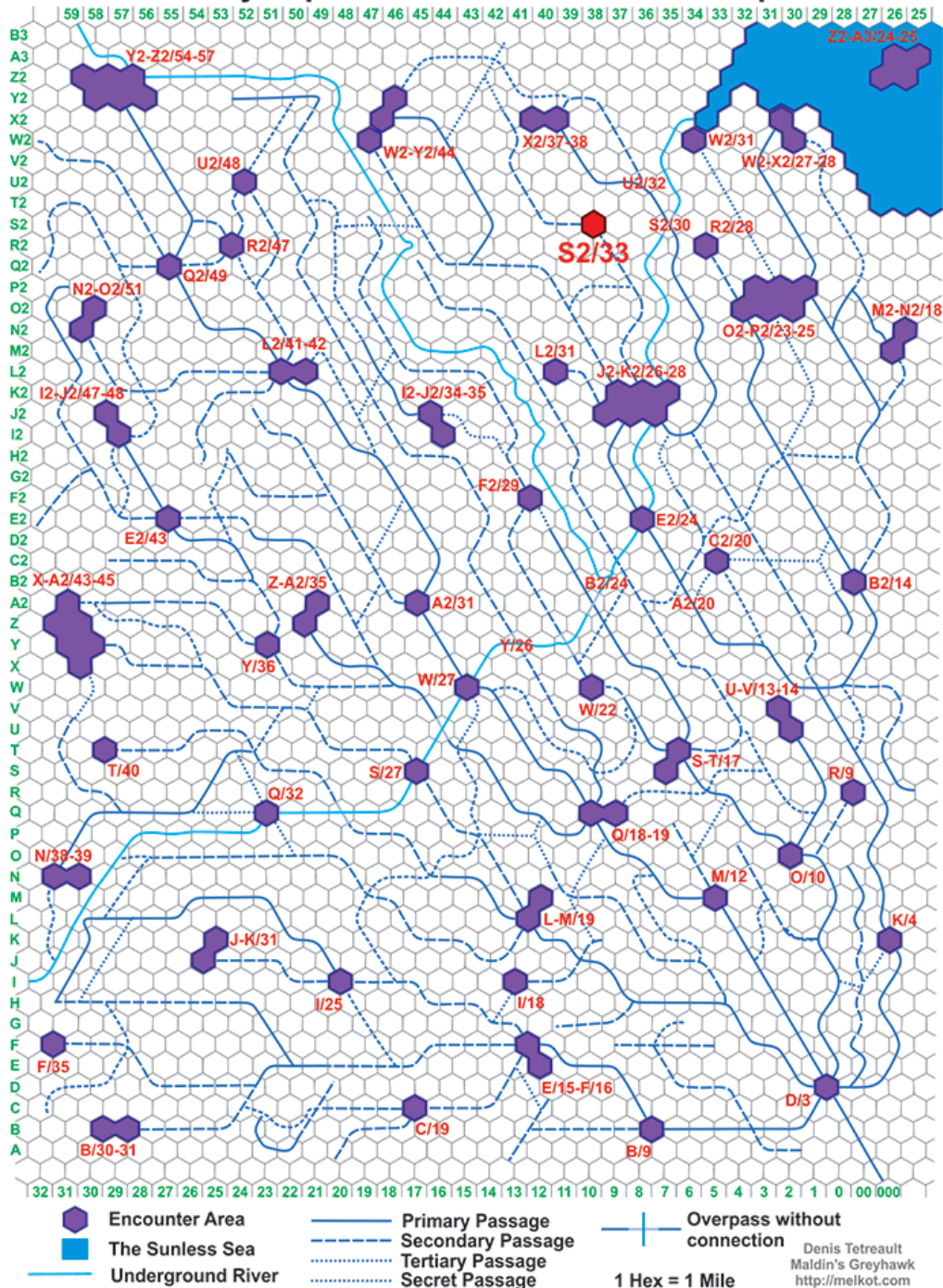
D4: ENCYCLOPÆDIA SUBTERRANICA

ENCOUNTER AREA S2/33 Beware the Lord of Eyes

by grodog

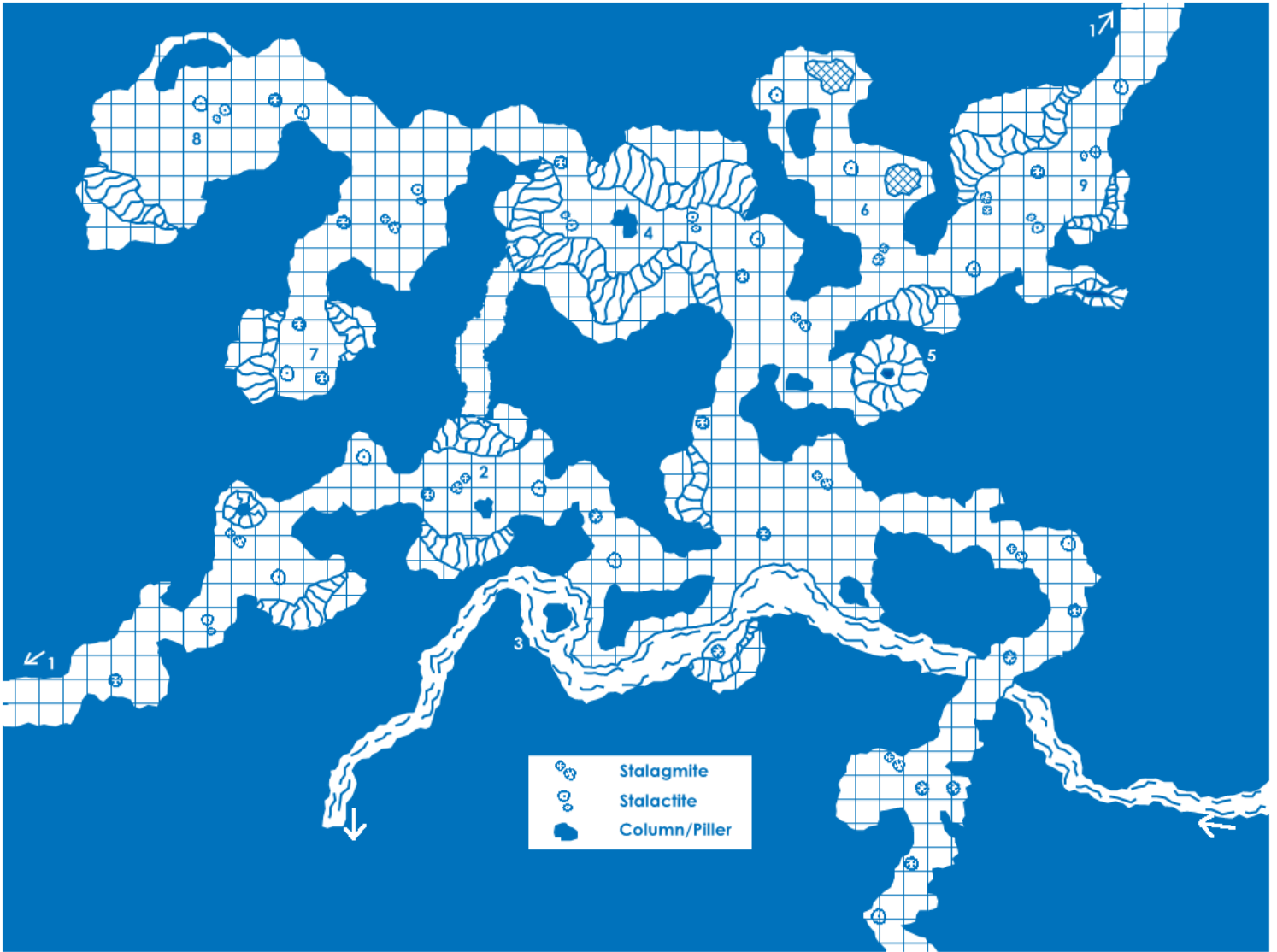
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Greyhawk's Underdark Encyclopaedia Subterranea Index Map



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 S2/33: MAP A



ENCOUNTER AREA S2/33

Beware the Lord of Eyes by grodog (Allan T. Grohe Jr)

Background: The beholder Zavax has been recently forced to move from its lair many miles to north-northwest due to a minor earthquake which crushed the lair. Zavax wandered awhile before settling in this region, finding it a suitable lair: hidden and secure but still near the primary trade routes. The lair was already inhabited by a flight of gargoyles and several margoyles as well; Zavax took possession of the lair by killing off and charming these beasts. He began to raid passing caravans on occasion, seeking news, treasure, food, relief from boredom, etc. In addition to his flying servitors, Zavax charmed two trolls and a rust monster, who serve as his personal guards. They are almost always (85%) in his company.

Zavax can be dealt with through parley, but in order to speak with him, the party is likely to fight for at least 3-5 rounds against the gargoyle guards. Once the party explains their presence, Zavax may spare them, and if so he will demand recompense for his slain guards (200 g.p. for each gargoyle, 700 g.p. for each margoyle, 4,000 g.p. per troll, 3,000 g.p. for the rust monster), provide a response, and keep a hostage to insure the party's cooperation (likely a magic-user or thief---someone sufficiently

weak to be intimidated by the trolls and flight of gargoyles). If seriously threatened, Zavax will not hesitate to sacrifice all of his minions, for example by collapsing cavern ceilings between himself and the party, to **disintegrate** a fresh escape route straight up or down.

Zavax and His Minions

Zavax, LE beholder (AC 0/2/6; MV 3"; (MC: A); HD 14; H.P.: 67; # AT 1 for 1-12; XP: 13,506). Eye attacks: **charm monster, death ray, anti-magic, fear, cause serious wounds, illusion, repulsion, flesh to stone** (reversible; central eye), **pyrotechnics, telekinesis** (2820 g.p. weight), **chill metal**.

2 trolls (AC 1 (mithral jacks (mithral, not being iron-alloyed, is not subject to rust)); MV 12"; HD 6+6; H.P.: 42, 31; # AT 3 for 5-8/5-8/3-12; regenerate 3 H.P./round 3 rounds after first hit)

1 rust monster (AC 2; MV 18"; HD 5; H.P.: 34; 2 AT for rust; XP 321)

2 margoyles (AC 2; MV 6"/12"; HD 6; H.P.: 40, 26; # AT 4 for 1-6/1-6/2-8/2-8; 80% invisible near stone, +1 or better weapon to hit; XP 590, 506)

17 gargoyles (AC 5; MV 9"/15"; HD 4+4; H.P.: 22 each; # AT 4 for 1-3/1-3/1-6/1-4; +1 or better weapon to hit, XP:)

Zavax's Lair

Note: The chance for random encounters is 1 in 12 (standard for a tertiary passage); intelligent creatures will be very wary, due to Zavax's recent depredations in and around this area.

1. Tertiary passages leading to the lair.
2. CAVERN WITH LEDGES: herein are 3 gargoyle scouts, which will not attack, but will travel down the connecting tunnel to area 4 and report the party's numbers, position, equipage, etc.
3. SMALL STREAM AND POOL - Both contain blind cave fish of brown, green, blue-ish colors. In the bottom of the pool, covered by silt, is a mostly-buried kuo-toan corpse. Upon/around it are a slightly rusty **dagger +2**, a silken pouch of 58 platinum pieces, and a blue-steel trident of fine workmanship (mithral alloy, 200 g.p. value).
4. CAVERN OF PILLARS - Many stalactites, stalagmites, and pillars are in this cave. The walls are varied in hue (blue/grey/brown) and covered with pockets of quartzite (smoky yellow predominately). The floor is strewn with picked-clean bones, debris, and glittering coins. Nesting upon the ledges above are 12 gargoyles and the 2 margoyles (named Zak and Eek, respectively, by their master). They will wait until the party is well-into the room before swooping to attack (margoyles surprise 4 in 6). Combat noise may (2 in 6) draw the trolls from area 6; check every round. Upon the ledges are heaps of bones, broken weapons, useless armor, etc. Secreted amongst the mess are 472 gold pieces and 3 gems (1 base 2,000g.p. jade, 1 700 g.p. jasper, and 1 400 g.p. tourmaline). The margoyles' ledge has, in addition, a small chest (unlocked, and obviously forced in the past). In it are several severed heads and skulls (many drowic, 1 bugbear, 1 ghoul, 2 dwarf), a **drowic shortsword +4**, and several sets of boots (only 2 are a matching pair, drow-sized). Strewn among the bones on the floor are 82 silver pieces and 306 copper pieces.
5. SINKHOLE - This 80' deep pit is used as a garbage disposal by the inhabitants. A fall into it will only cause 5d6 damage, due to the cushioning effect of the many corpses within. Living within the carrion, and attracted to any movement, are 91 rot grubs (AC 9, MV 1", H.P.: 1, burrow to slay in 1d3 turns unless killed by fire (1d6 damage to victim) or cure disease, XP 8 each). A detect magic will help to reveal the following (10% chance per full turn of searching while down in the sinkhole; 0% if not actually in the hole itself (although magic will be detected successfully)):
 1. 1 **boot of elvenkind** (left, human-sized)
 2. **potion of delusion of levitation**
 3. 1 svirfneblin stun/slowing missile globe
 4. 1 **Quall's feather token** (bridge, crown, or wing, per Dragon # 54)
6. STINKY CAVERN - This unkempt cave is home to Zavax's two troll bodyguards, who sleep in the two smelly nests/beds of furs, skins, rotting food, bones, and such. The floor is relatively clean, however, as Zavax periodically forces the trolls to clean up (into the sinkhole at area 5). Nest # 1 hides a broken drowic mace and a **drowic cloak**, while # 2 contains a heavy morningstar (not special, just +2 to damage per standard heavy morningstars). The second troll will hurl this at a character if confronted in its lair (4" range, 10-16 damage on a successful hit: 2d4+8).
7. SIDE GALLERY - This section of cave was once a stream bed, and is therefore smoothly floored and walled, although perceptive characters will notice a fine layer of dust over much of the floor, along with a large number of small, sharp stones. The ceiling, however, is unsafe, and could collapse if damaging spells are used in here. Simple loud noise will cause some dust to filter down from the ceiling.... A collapse causes 15-36 damage (7d4+8), save versus petrification for half. If more than 30 points are taken, the victim is unconscious, buried alive, and will die in (Str + Con)/5 rounds.

8. ZAVAX'S DEMESNE - This large cavern has been Zavax's home for the past two months, and it shows: the place is a terrible mess. Corpses, boxes, bones, crates, broken stalactites and stalagmites, two small carts (both missing a wheel, disintegrated by Zavax during his attack), rock debris, miscellaneous loot and weapons, and petrified statues (several partially broken/disintegrated, including two rothé with yokes) clutter the cave. Zavax is a fat, slovenly, slob-of-a-beholder, and he knows it. He is a dark grey hue with grey-green and green-blue scales; his central eye is yellow with a black iris, and is continuously bloodshot. If encountered with his trolls (85%), one will be holding the leash on the rust monster (which is normally wrapped around a stalagmite).

Zavax's personal treasure is stored in open coffer upon the south-western ledge. The coffer contains 700 platinum pieces, 11 gems worth a total of 7,250 g.p., and 4 pieces of jewelry (2 drowic clan pins from houses Xynthral and Aeval, 1 silver ring inset with a 300 g.p. tourmaline, and 1 brass tiara inset with bloodstones (druidical work, 1800g.p.)), and 4 **potions (delusion of flying, healing, ESP, clairvoyance; 1 dose each)**. He won't hesitate to use the potions if necessary (via his **telekinesis** eye). Scattered throughout the cavern is loot from the two missing drowic trains:

- Various bodies, partial sets of armor, a scattering of non-magical, normal drowic weapons - hand crossbows, darts, javelins, a small supply of sleep poison (4 doses), and some short swords and spiked bucklers; to sift through the dead, empty crates, investigate stoned victims, and overturn miscellaneous, uninteresting debris will require at least 6 turns.
- A mahogany coffer with golden lock, handles, and hasp (450 g.p. value). The coffer contains 45 gold ingots of 100 g.p. weight each; each ingot is stamped with drowic characters indicating purity/weight, and is worth 400 g.p. each.
- Two ironwood chests bound with corroded bronze (locked and trapped with a brown-mold-filled compartment in the fore of the chest); contains 222 silver ingots (as above), worth 90 g.p. each)
- A two-foot-long tube of cairngorm (blue smoky quartz), with a closed cap (300 g.p. value); it contains a carved teakwood **rod of cancellation**
- A black polished metal box containing several books and a large assortment of papers - miscellaneous account records, mostly; a map to an interesting location in the UnderOerth; and two scrolls mixed in with the various other papers: **protection from possession** and a clerical spells **scroll of meld into stone, sanctuary, and augury** (at 7th level casting)
- A small chest of oak, worked in demonic visages, intertwining tentacles, maws, etc. (worth 200gp); a leering Type III demon with tongue lolling out is carved into the wood front-and-center on the lid. To open the chest, the tongue must be pressed down. It is, of course, trapped; if "shakkaz" is not spoken before opening the chest, the **glyph of warding** arcs lightning outward from the demon's eyes and chars anyone touching the box for 8-32 H.P. damage, no save; anyone with 10 feet takes 1-4 H.P., no save; dispel attempts are against 13th level. The chest contains 12 padded compartments, each of which firmly holds a steel test-tube vial with a screw-on cap. The vials are not labeled and are all potions:
 - a) **direction**
 - b) **mental restoration** (3 doses)
 - c) **pain suppression**
 - d) **elixir of youth**
 - e) **oil of elemental invulnerability**
 - f) **extra-healing** (2 doses)
 - g) **invulnerability**
 - h) **elixir of health**
 - i) **clairaudience** (2 doses)
 - j) **healing**
 - k) **ethereality**

l) **treasure finding** (2 doses)

If the trap is set off, the potions must all save vs. lightning at -1 (due to their metallic containers) or be destroyed.

- Scattered throughout the remainder of the beholder's lair are a **cloak of many colors** (elf-sized), a **scroll of protection from acid**, and a **potion of undead control** (in a black skull flask of bone filled with silver, worth 700 g.p.)

9. NE ENTRANCE CAVERN – This tertiary passage contains 2 gargoyle guards (as 2, above).

Beholder House Rules Sidebar

I have revised the eye rays of beholders, providing a broader range of possible magical effects. All beholders have 7-10 eye stalks, and 1 central eye, all of which may produce magical effects. The following powers are common to all beholders:

- death ray (5" range)
- charm monster (5" range, save at -2)
- anti-magic cone (6" range)
- fear (8" range)

Roll d20 on the following table for the abilities of each of the other eyes:

Roll Ability

1. **cause serious wounds** (6" range, 3d8+3 damage, save vs. poison for half damage)
2. **telekinesis** (8" range, 2700 g.p. weight plus 10g.p. weight per hit point above 55)
3. **flesh to stone** (5" range, 25% of beholders can also use **stone to flesh** with this eye ray as well)
4. **disintegration** (3" range, up to a 7'x10'x5' deep volume may be affected each round if targeted upon matter)
5. **slow** (6" range, 1 target for a number of rounds equal to hit dice, no save)
6. **hold monster** (5" range, save at -3, duration 1 round per hit die, plus 2-7 rounds)
7. **sleep** (8" range, affects up to 6 HD creatures)
8. **ray of enfeeblement** (7" range, 35% loss plus 3% per hit die)
9. **illusion** (4" range, as per **spectral force**; remains for 1 round per 2 hit dice after concentration ceases; 10% of beholders may create **permanent illusions** with this eye ray)
10. **light burst** (4" range, as per Eye of the Deep; very useful against drow, illithids, duergar, intellect devourers, etc.)
11. **pyrotechnics** ray (5" range, ignites combustibles only)
12. **blindness** (6" range, permanent until cured; this will also negate the random power of a rival beholder's eye ray if the target beholder fails its saving throw)
13. **repulsion** (4" range, lasts one round per HD, save at -1)
14. **fumble** (7" range, lasts two rounds plus one round per two hit dice)

15. vampiric ray (3" range, 3d8+6 damage, save vs. breath weapon for no damage (ray misses, and it may hit a secondary target); if hit, victim rolls a second save vs. death magic or also loses one level; damage caused is transferred to the beholder as healing, and ten additional points of healing are transferred if the victim is energy drained; see the 4th level necromancer spell of the same name)
16. ice ray (5" range, 5d4+8 damage, save vs. petrification for half damage)
17. ray of rot (4" range, as per violet fungi touch, save vs. poison avoids the effects)
18. reverse gravity (5" range, lasts on victim for 4 rounds + 1 round per HD of beholder)
19. heat metal or chill metal (4" range, lasts for 8 rounds; 45% chance for either, 10% chance for both in the same eye)
20. other DM nastiness (including ideas from the artifacts tables like transmute bones to jelly, transmute bones to green slime, **animate dead**, re-roll and increase range and save penalty on rolled power, change alignment to that of beholder, **imprison**, **temporal stasis**, **plane shift** to a random plane, **geas**, **eyebite**, a two-eye combination for **power word stun**, etc., etc.)

Beholder eyes are also all randomly placed, so you can't count on disabling a beholder's **anti-magic** by hitting his central eye, for example.