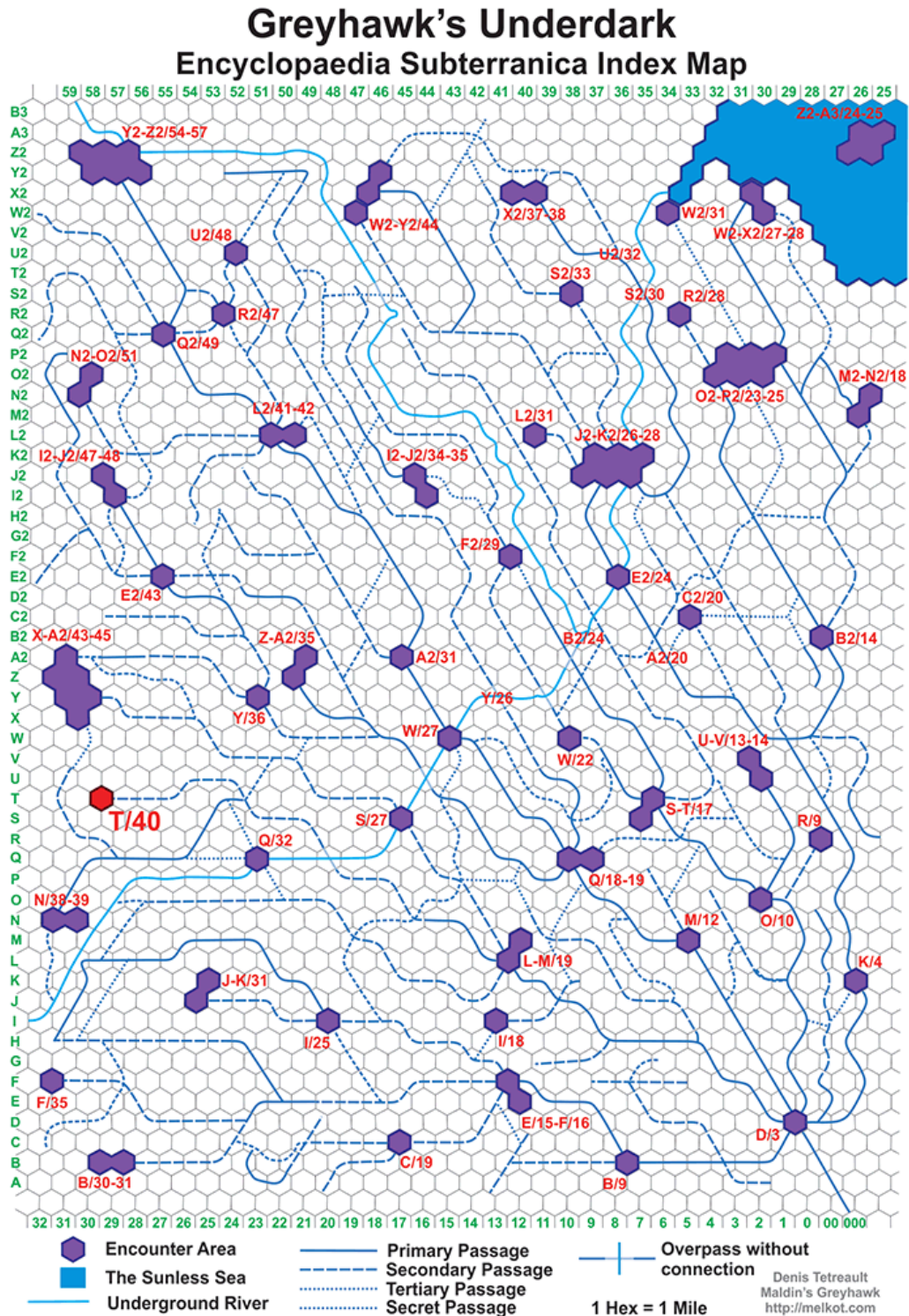


# D4: ENCYCLOPÆDIA SUBTERRANICA

ENCOUNTER AREA T/40  
Shadows in the Darkness

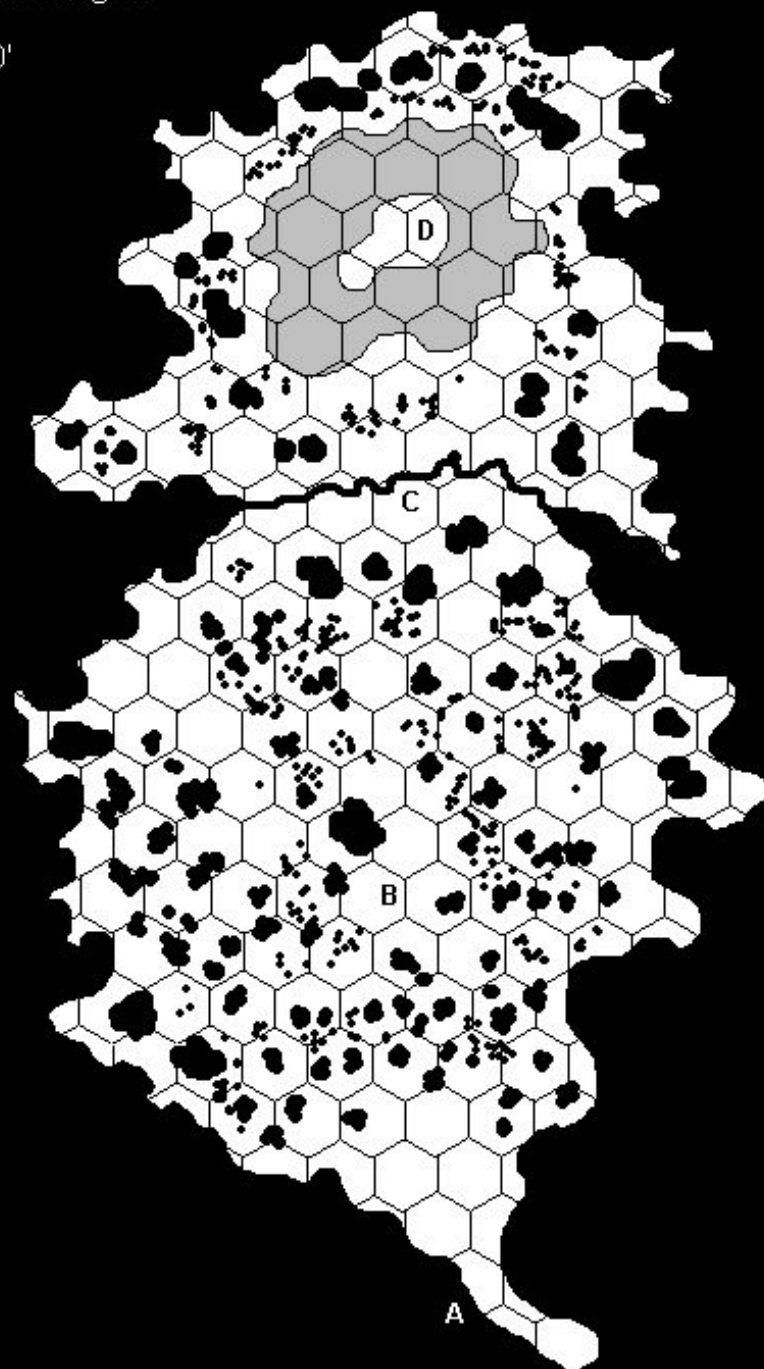
by Runecrow

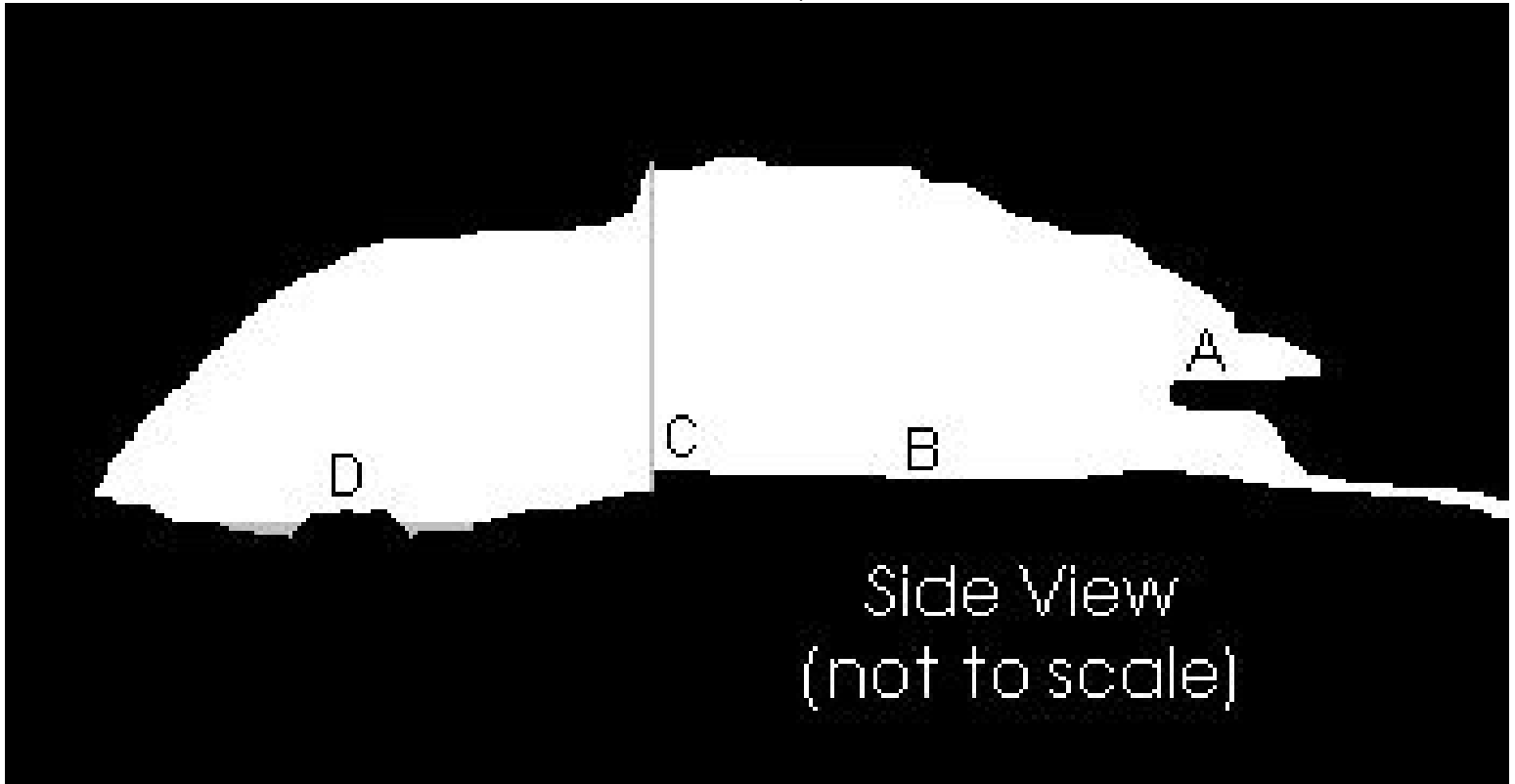


This encounter was developed as part of a collaborative exercise on the Dragonsfoot forums (<http://www.dragonsfoot.org>) to describe the rest of the "Depths of the Earth" from Dungeon Modules D1-3 by E. Gary Gygax, developing those areas illustrated on the map but not detailed in the modules themselves. 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>

## Lair of the Shadow Dragon

1 Hex = 200'





## ENCOUNTER AREA T/40

## Shadows in the Darkness by Runecrow

This large cavern - almost a full mile in length and half as much in width - has been claimed by an ancient dragon of the shadow variety. Most of the intelligent denizens native to the area will avoid the cavern altogether. The wyrm - called by the name Ythrandikus Pejorative - is a wicked creature, growing even the more bitter in his years. He is the only inhabitant of the area.

Approaching the lair of the shadow dragon, the party will hear what sounds like a steady rainfall coming from the cavern beyond. The cavern is filled with stalactites and stalagmites of sizes ranging from 5' long needles to 40' long and thick as stout oaks. A great many have grown together over the course of the ages to form enormous columns. Though this does not hinder movement (the dragon may even use them tactically; for concealment or to hang above the party, etc.) through the cavern it will cause any sources of light to cast myriad shadows throughout the lair. Deposits of hematite throughout the cavern will reflect light sources, causing the shadows in the cavern to dance. The cavern reaches a height of 80' at its middle and tapers to 50' at its edges. Because of the abundant rock formations, echoes are plentiful and it is quite difficult to determine from which direction sounds in the cavern come.

If the dragon is aware of the intruders before they arrive, he will be located at area A. If he is not aware of the party, he will be located at area D. If by chance the old wyrm is asleep, characters making a hear noise roll will hear him grumbling in the darkness, sleeping the sleep of the unjust. His curses hiss like rain falling on hot iron, and his random chucklings are cruel and barbed. His maw snaps at the air and his claws snatch at dreams - it is not enough for the wretched wyrm to wreak death and destruction in his waking hours alone. "Miserable drow - die like the tunnel rats you are!" "Fool gnome! Curse now and die!" "I will kill you all and use your bones to pick your flesh from between my teeth!" The word "Thief!" is peppered throughout his fitful slumber.

- A. This roughly 20' diameter recess lies 30' above the entrance to the cavern. A 15' foot ledge juts out from the mouth of the recess and

the ceiling of the niche is 20' in height. Ythrandikus uses this concealed cave as a perch from which he can watch over his domain. He will take up this position to spy on any intruders into his lair. When the party nears area B, he will use the **stone of earth elemental control** he keeps here to bring forth such a creature of 12 HD size, which he will send to attack to the intruders. He will then observe the combat and attempt to size up the adversaries. The command word for the stone is kaleogranix.

- B. Many gypsum and halite flowers grow in this area of the cavern.
- C. Here, the ceiling of the cavern is rent from side to side by a narrow crevasse. Like a steady spring shower, water rains down from the crevasse and into the cavern, creating a curtain of rain that divides the cavern in half. Along this water-line, the floor of the northern half of the cavern lies a full 50' below the southern half. In times past, some great upheaval sundered the cavern ceiling and floor, causing the northern vault to sink to its present location.
- D. The waters from the curtain flow down the slightly concave floor of the northern vault to gather in a small lake here. The waters of this subterranean lake reach a depth of 20'. The island in the midst of the lake is a collection of rocks that have been thrust upward by the forces that shaped the cavern. In the middle of the island is a shallow pool of water roughly 20' in diameter and 3' deep. Gathered under the waters of the pool is the treasure of Ythrandikus. Five-thousand polished chips of onyx (each worth 1 g.p.) comprise the dark and glittering bed of the pool. Lying upon the center of the bed are 16 jets (each worth 100 g.p.), 11 jets (each worth 250 g.p.), 9 sapphires (each worth 500 g.p.), 5 black opals (each worth 1000 g.p.), 6 black opals (each worth 1,500 g.p.), 3 black sapphires (each worth 5,000 g.p.) and 1 black sapphire (10,000 g.p.).

## Ythrandikus Pejorative (Ancient Shadow Dragon)

HD: 6 (54 H.P.)  
 INTELLIGENCE: Genius (18)  
 SIZE: L (30')

Additional languages: drow, duergar, giant, and goblin

Spells:

First Level:   audible glamor, phantasmal force

Second Level:   blindness, ventriloquism

Third Level:   non-detection, spectral force

Fourth Level:   Improved invisibility, shadow monsters