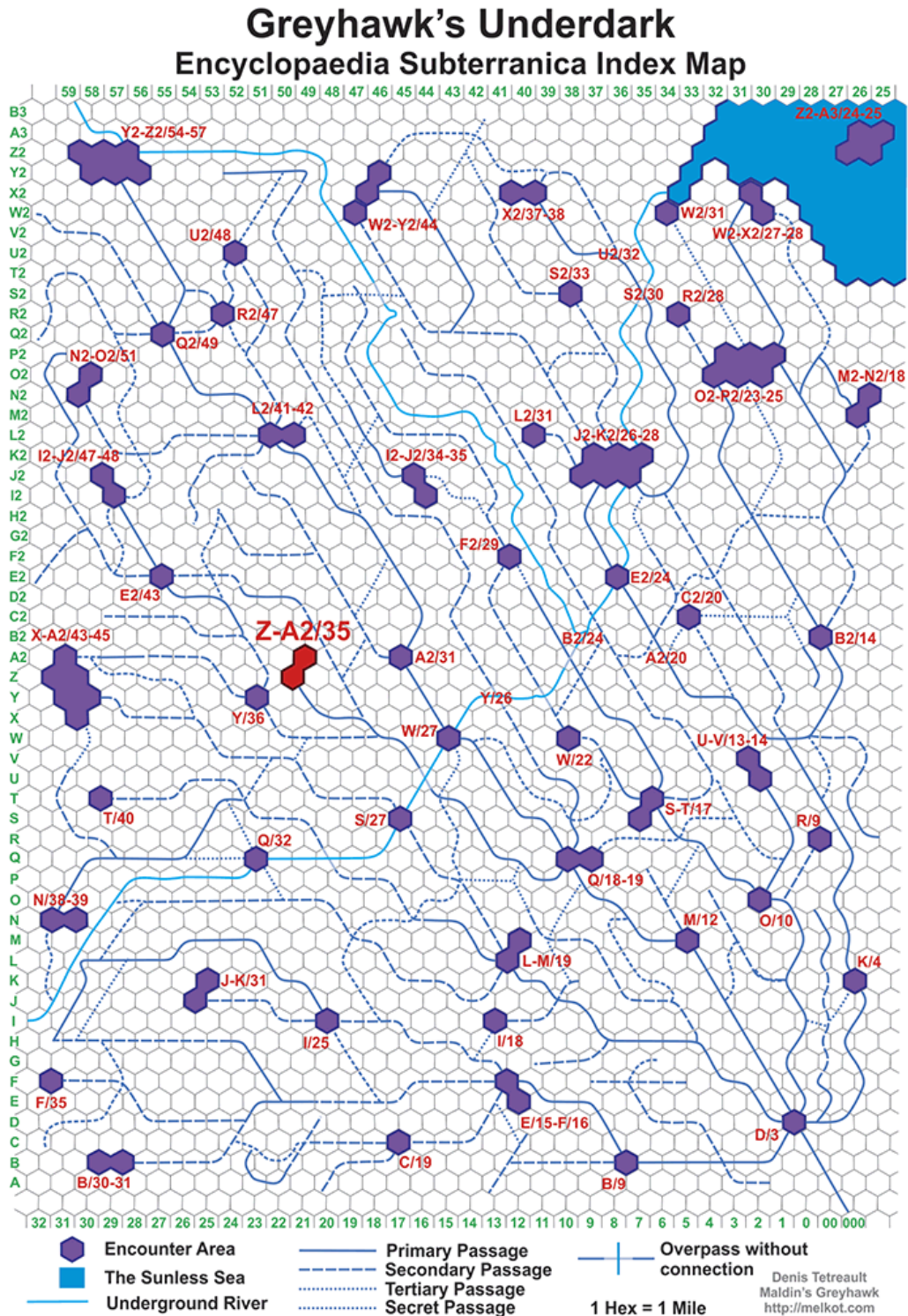


D4: ENCYCLOPÆDIA SUBTERRANICA

ENCOUNTER AREA Z-A2/35 The Secret Garden

by wbeatty



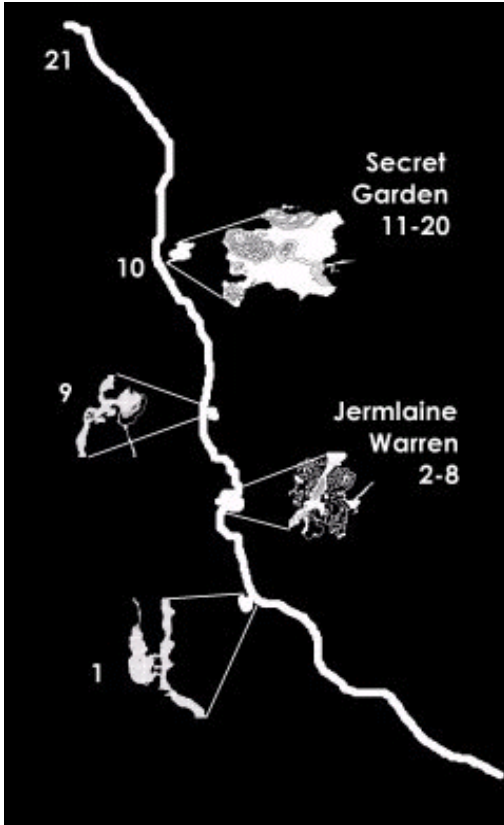
This encounter was developed as part of a collaborative exercise on the Dragonsfoot forums (<http://www.dragonsfoot.org>) to describe the rest of the "Depths of the Earth" from Dungeon Modules D1-3 by E. Gary Gygax, developing those areas illustrated on the map but not detailed in the modules themselves. 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 Z/35-A2/35

The Secret Garden by wbeatty

This map provides an overview of the locations in this two-hex encounter. Note that although the corridor is a primary passage, it is a dead end.

ENCOUNTER AREA Z/35-A2/35: MAP A



1. THE UMBER HULKS: Two UMBER Hulks (H.P.: 44, 61) have wandered into this cave, and they will attack as soon as they see any intruders.

Near the western wall are three corpses that can be easily seen from the cave entrance. Two of the corpses are dark elves while one is a large demonic-looking creature (a mezzodaemon). They have been dead for several months. On the floor around the corpses are 42 gold pieces, placed there by the Jermlaine. Two short swords, a crossbow, a buckler, and several javelins are evident, all of dark elf manufacture and no longer carrying any bonus.

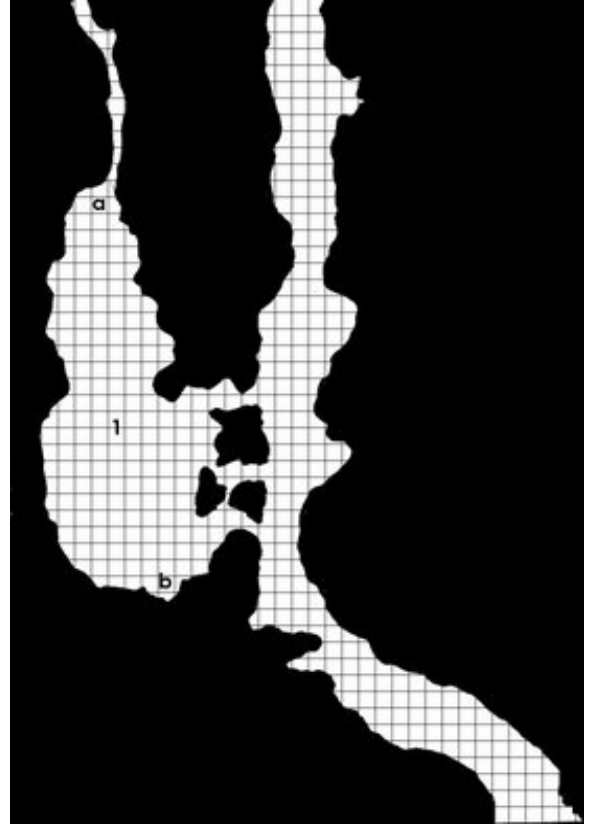
The Jermlaine have a guard post consisting of three Jermlaine (H.P.: 1, 1, 2) and two rats (H.P.: 1, 2) at area a on the map. If the party engages the UMBER Hulks, one of the guards will run back to the Jermlaine Warren. He will gather 10-40 of the others and return to ambush the party. If a lightly armored party member is rendered confused by the UMBER Hulks or falls unconscious during the battle, the Jermlaine will swarm the character en masse to subdue and drag their victim (see FF, pp. 53-54 for tactics) back to the warren (area 7). The tunnel at area a varies from 1 1/2' - 3' in width and is just under 2' high. If the party seems to have little difficulty handling the UMBER Hulks, the Jermlaine will silently retreat up the tunnel back to the Warren and wait for the party to pass by the pool (area 2). See "The Jermlaine Plot" below for more information.

In the southernmost part of the cave, area b, a fire beetle corpse lies on the floor. It is infested with non-intelligent yellow mold. Anyone investigating the beetle corpse will disturb the yellow mold. On the floor in the northern part of the room, near a, is a perfectly spherical

stone (bluish marble) about 8" in diameter.

The main corridor continues north for 550' to the **Jermlaine Warren** area.

ENCOUNTER AREA Z/35-A2/35: MAP B



The Jermlaine Warren

This area is dimly lit by phosphorescent moss and lichen, allowing normal vision to 30'.

Notes on the map: most of the warrens are above the main tunnel. Dashed lines are used to represent warren tunnels that are over the main passage. In the area to the left of the number 2 on the map, however, the dashed lines represent a warren tunnel that goes under a warren chamber.

The ceiling is about 30' above. Ledges in area 2 are located about 20' above the floor and are used by the Jermlaine to defend their lair and to observe the party. In this lair lives a Jermlaine clan consisting of 74 Jermlaine, a Jermlaine Elder, 54 normal rats, 17 giant rats and a wererat. Note that the Jermlaine typically do not fight to the death, even while defending their warren. They are much more likely to run away than to stay and fight.

While the Jermlaine warren isn't intended to be visited by the party, some details follow. The corridors of the Jermlaine warren are about 15" in diameter (varying between 10"-22") unless otherwise noted, and the chambers are generally about 24"-30" in height (unless otherwise noted). As a general rule "chambers" in the warren northwest of the main passage will contain 1-12 Jermlaine and 1-4 (75%) rats or 1 (25%) giant rat. In the rat warren (the tunnels around area 5), each chamber will have 1-8 Giant Rats. Located in the other "chambers" southwest of the main passage will be 1-10 Jermlaine and 1-3 (60%) rats or 1-2 (40%) giant rats.

The Jermlaine Plot

The bane midges have a problem. Six months ago, the demon Sh'Lantaardal (a type V demon – see the Secret Garden below) visited THE SECRET GARDEN and battled the purple worm whose corpse is feeding the Mushroom Forest. During the battle, Sh'Lantaardal dropped an **Amulet** (see **New Magic Items** for a full description). The Jermlaine discovered it and, at first, placed it in the shrine in the secret garden. When Sh'Lantaardal discovered the amulet was missing, he dispatched a Shadow Demon and several smoke mephits to retrieve it. They traced the amulet to THE SECRET GARDEN. When they tried to retrieve it, the caryatid columns attacked them. In the confusion, the wererat grabbed the amulet and took it to the Jermlaine Elder. The Elder subsequently drained it of its magical powers and returned it to the wererat to wear as a "badge of office" as his advisor. The Shadow Demon and mephits have destroyed much of the Secret Garden searching, but the Jermlaine are powerless to stop the creatures.

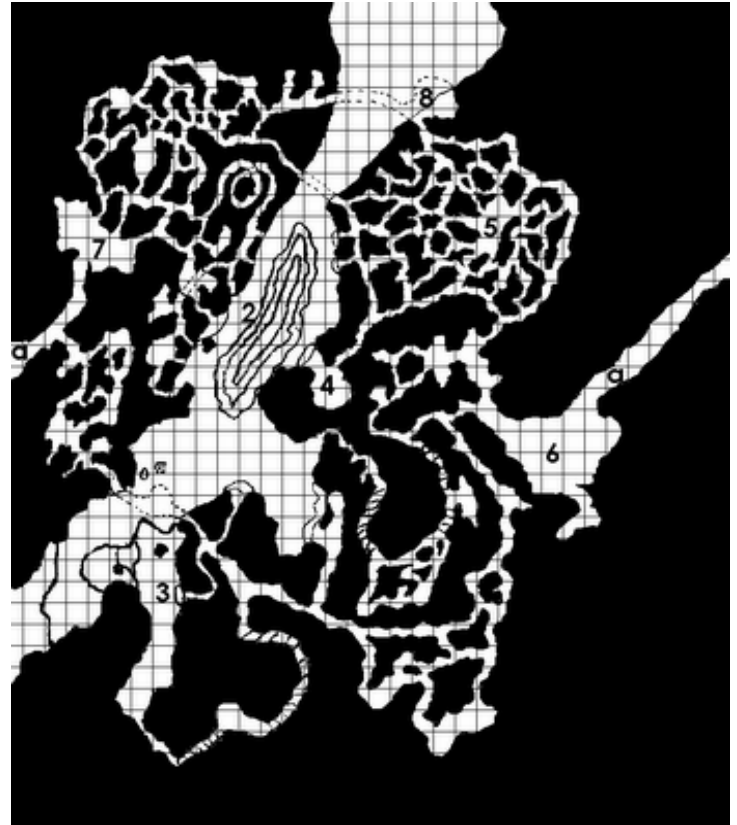
The Jermlaine intend to kidnap one of the party and imprison him or her, demanding that the PCs kill the Shadow Demon and the mephits in THE SECRET GARDEN in order to secure their comrade's release. Once a member of the party is captured, the Jermlaine will send an emissary who can communicate with them. This emissary will tell them that in order to secure the release of their comrade, they must destroy the Shadow Demon and the mephits that are destroying their holy place in THE SECRET GARDEN. If they fail or refuse, their comrade will die. The Jermlaine will not tell the party the story of the amulet. If questioned, they will only tell the party that the Shadow Demon is tearing apart their holy place, and they are unable to stop it. The Jermlaine Elder will likely respond to threats or attacks on his emissary by cutting body parts off the hostage – beginning with fingers on the left hand.

Jermlaine Reward

If the party agrees to help the Jermlaine, they will be permitted to use THE SHRIEKER CAVE as a loud, but safe haven. The Jermlaine will not bother them, but wandering monsters may still be drawn to the noise of the shriekers. The Jermlaine could also be counted as an ally of sorts – not completely trustworthy, but good at gathering intelligence in the Underdark. They love cloth (and have very little of it right now), so they

can be bribed with virtually any kind or amount. The Jermlaine don't value gold and silver, per se. While they know that others value it, they find no intrinsic value in precious metals. It is only used as a lure for their ambushes and as an offering in their shrine. They would be willing to allow the party to gather the coins at the shrine (area 19, below.) though note the reaction of other Jermlaine to the looting of their shrine.

ENCOUNTER AREA Z/35-A2/35: MAP C



2. Jermlaine VANDALISM: The pool here is sulfurous and very cloudy. The water is 60 feet deep, but normal vision in the water is only 5'.

The pool radiates both strong evil and magic. At the bottom of this pool is a **Cursed +2 Dagger/+3 vs. creatures larger than man-sized** that is useable by only Neutral Evil creatures. Anyone who carries the dagger must save vs. death magic once per day or begin an alignment shift toward NE (one step closer per failed save). In addition, everyone who carries the dagger must also make an INT check daily. Failure causes vague feelings of anxiety about the dagger. Five failed INT checks in a row will cause the character to suffer from Paranoia (DMG, p. 84), feeling that the dagger is trying to kill him/her. The dagger is in the bones of a non-animate skeleton, the former possessor. The curse on the dagger, or on the affected character should the dagger be destroyed, can be dispelled by a successful **remove curse** cast at 16th level or by the use of a **wish**.

The wererat advisor (see Area 4) will have cast **Improved Phantasmal Force** on the water, making it appear to stir while the party is paying attention to it, hoping to distract them from the Jermlaine activity as they pass.

If the party has been seen in the cavern of THE UMBER HULKS (area 1), the Jermlaine will vandalize them as they pass this point. While the party skirts past the pool, the Jermlaine will dart out of the tiny tunnels (9-12" in height) and partially cut straps, sheaths, belts, packs, or whatever they can. They are virtually undetectable (5% chance/10% for dwarves and gnomes) but will not fully cut any

strap. Their goal is to get the party to stop in THE SHRIEKER CAVE to reposition equipment, repair or replace straps, etc.. The party will get 400'-500' up the corridor before the straps begin to give way. If detected, the creatures will flee into the tunnels.

The Jermlaine can defend the lair; they have 6 crossbows that they use as ballistae and fire down from the ledges. They also have a large boulder trap above the southern edge of the pool that will crush for 4-32 damage. A successful DEX check will reduce damage to a quarter.

3. TERRACED STEPS: These ledges rise 3', another 8', and then 7' (thus, the highest ledge is 18' above the floor). A small ledge and an 8" diameter tunnel entrance is 2' higher yet, just to the right of the number 3 on the map. Tiny steps are carved into the rock here (50% chance of noticing on casual observation). Inside the cave are always 2 Jermlaine guards (H.P.: 3 each) and 1-3 rats (H.P.: 1 each).



4. THRONE ROOM: Here, the Jermlaine Elder, Direarn (H.P.:4), rules his clan from a tiny carved bone throne. Beside the Elder is the wererat advisor, Gramil Filian, 5th level Illusionist who was infected with lycanthropy seven years ago (wererat Illusionist: AC 6; MV 12'; I5; H.P.: 13; THACO 16; # AT 1; D 1-8 or by weapon; SA Surprise on 1-4; SD +1 or silver weapon to hit; SZ S (M); Int Very; AL LE). The wererat wears an amulet (a demonic visage wrought in gold, the very amulet the Shadow Demon is seeking), has a tiny **dagger +2** and wears a **ring of shrinking** (see **New Magic Items**) that allows him, and items "on his person," to shrink down to 1/4 size, in his case 16" tall. His spells are:

First Level	Color Spray, Detect Invisibility, Hypnotism, Phantasmal Force
Second Level	Detect Magic, Improved Phantasmal Force
Third Level	Continual Darkness

In the throne room with the Elder and the wererat are always 3-12 Jermlaine, 1-6 rats and 1-3 giant rats. Gramil's spellbooks are hidden at area 20 (in the Secret Garden) with his personal treasure.

5. RAT WARREN: This filthy, disgusting place is cluttered with garbage and offal. If the party enters this area, a general alarm will be raised by the first rat they encounter (3-6 chance every round in these warrens). This alarm will bring the entire population of rats to the warren (normal and giant) to attack the intruders. The tunnels here are slightly larger than the rest of the Jermlaine warren, being a full 30" in height and about 24" in width. In this warren, the rats will fight to the death.

This area has become the dump for the Jermlaines' waste. In the central chamber is a pit, 3' across, that falls 32' into a small tributary of the Svartjet. The rats push anything they don't want into this pit, where it washes downstream. A search of the central chamber could reveal **chainmail +1**, **longsword +1**, **shortsword +1**, 351 silver pieces, 14 gold pieces, some arrow heads, spear heads, daggers, swords, bits of chainmail, helmets, etc.

6. BLACKMAIL/TORTURE CAVE: This cavern (8' ceiling) is bloody and fetid. When the Jermlaine manage to capture prey, they drag their victims here from THE SHRIEKER CAVE in order to torment them before dragging them off for sport (typically, they leave their naked, bound victims in the main passage and wait to see what shows up). If the Jermlaine plan works, they will hold the captured PC in this cave (or 7, below) until the party dispatches the Shadow Demon and his minions. Area 6a is a 2'-3' wide (2' high) tunnel that leads to THE SHRIEKER CAVE (area 9).
7. BLACKMAIL/TORTURE CAVE: This cave (5' ceiling) is less gruesome than area 6, as it is less often used by the Jermlaine. Still, evidence of the treatment of their victims is easily found here. If one of the PCs is captured in area 1, he/she will be held in this chamber until the party comes to the rescue of the hostage or the Jermlaine free them. Area 7a is a tunnel that varies from 1 1/2'-3' in width and is just under 2' high. It leads to THE UMBER HULKS (area 1).
8. TROPHY ROOM: This chamber soars at 6' in height. Six Jermlaine (2 H.P. each) and 1-6 rats are always present. Lining the walls and filling the room are the trophies of the Jermlaines' conquests. Skulls from drow, duergar, kuo-toa, an ogre, and a troll are packed into the room. A couple of weapons and a helm are also here (a normal war hammer, a normal sword, a **shortsword +1** and a **helm of telepathy**) along with 13 ornamental gemstones (worth 10 g.p. each) and 2 small purple amethysts (worth 100 g.p. each).

9. **AMBUSH CHAMBER:** The main corridor (height 14') runs about 650' north-northwest from the Jermlaine Warren to this cave. Just above the entrance, hanging from the ceiling (height 22'), is a shrieker (16 H.P.). Whenever anyone enters the cave, it will begin screaming. It is surrounded by other large, non-animate fungi and is difficult to distinguish among them.

In the southern part of the cave is a pool that glows brightly (a **continual light** spell has been cast on a gem (worth 35 g.p.) and tossed into the pool). The room is infested with a grey mold that is virtually invisible (5% chance/10% for dwarves and gnomes to detect) even in the brightest of light. After three rounds of exposure, anyone who breathes the air in the room must save vs. poison or fall to sleep (unable to be awakened for 3-12 hours). After four rounds of exposure, the save is at -1, after five rounds the save is -2, etc. The shrieker will alert the Jermlaine to the presence of people in this room. The Jermlaine are immune to the effects of the mold. When the Jermlaine get to the room, they will trigger a globe of **continual darkness** to disorient anyone who is still awake, then drag the weakest-looking sleeping party member off down the tunnel (height varies from 2-3', width is 3') to **BLACKMAIL/TORTURE CAVE** (area 6).

If the party falls victim to the sleeping mold, they will awake to see a Jermlaine emissary who has come to bargain with them for their comrade's life. They will trade his/her life for the destruction of the Shadow Demon and the Smoke Mephits in **THE SECRET GARDEN**. If they party agrees, they will be led by a squad of 10 Jermlaine to **THE TUBE** (see below).

Those who sleep in this cave for at least 6 hours will experience the equivalent of 24 hours of good solid rest (hit points restored, rested for spells, etc.). Further, they will be immune to the effect of the grey mold for 1 day. This effect is cumulative. If someone succumbs to the effects of the grey mold 3 times, they will be immune for 3 days. Once someone has succumbed to the grey mold's effects 10 times, they are completely immune to the sleeping effects. Also, the water in the fountain acts as a weak **potion of healing** (curing 1d4-1 H.P. per dose). Up to 10 doses can be drawn from the pool, after which the pool will take 20 days to replenish. The potions lose their effectiveness after two days.

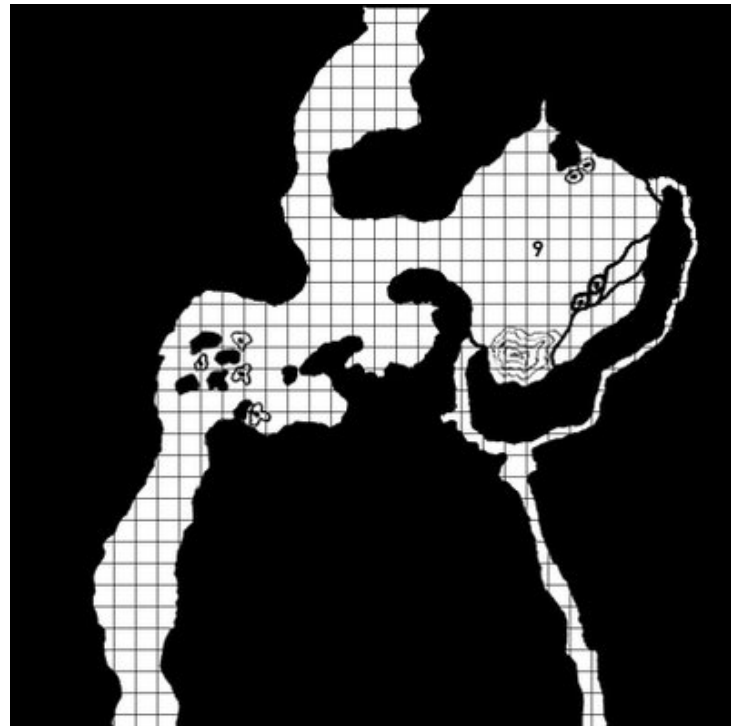
10. **THE TUBE:** Traveling north-northwest for 1300', the party will come to **THE TUBE**. The 40' wide corridor here is transected by a very smooth, 12' diameter tunnel that cuts through the corridor at a 90 degree angle (see map area). Ages ago, some creature bored through the stone here. The lower tube winds for several thousand feet through solid rock ending at a cave in (unless the DM chooses to develop this area further). The upper bore leads to **THE SECRET GARDEN** and beyond. The party will have to contrive a way to climb this tube. If the Jermlaine have led them here, they will signal other Jermlaine at the top of the shaft. They will lower a rope from the top of the shaft down to the party. Any activity that makes too much noise will attract the attention of the Shadow Demon, who will come to investigate (see area 19) and attack.

The ceiling of the corridor is 20' here and that of the Tube is 80' beyond, straight up. **THE SECRET GARDEN** (area 11) is 100' above the corridor floor here.

A tentamort (H.P.: 10/10/24) that the Jermlaine do not know about has taken up residence 60' up the tube (20' from the top). The tentamort will attack any creature larger than a Jermlaine who climbs the tube. Any Jermlaine climbing with the party will attack the tentamort.

THE TUBE leads to area 11 in **THE SECRET GARDEN**.

ENCOUNTER AREA Z/35-A2/35: MAP D



The Secret Garden

This cavern can only be accessed via **THE TUBE**, thus very few creatures in the Underdark know of its existence. The Jermlaine clans in the area have claimed the shrine in the center as a holy place. Jermlaine are therefore always in the area. The mushroom garden and the lichen beds are major food sources for the Jermlaine clans in the area.

The cavern is dimly lit by phosphorescent moss that clings to nearly every exposed surface. Normal vision extends 40'. The ceiling of the cavern is 200' at the apex (above the shrine) tapering downwards like a dome.

NOTE: the sounds of combat in any area will draw the attention of nearly every denizen of **THE SECRET GARDEN** – especially the Shadow Demon and the Mephits who begin in area 19 below, **THE SHRINE OF THE Jermlaine**.

Random encounters in **THE SECRET GARDEN** (check once per turn, a 6 on d6):

Roll (d10)	Creature
1-3	1-4 shadows
4	1 Smoke Mephit (from area 19)
5	1-2 Giant Spiders (from area 17)
6-7	3-12 Jermlaine (50% from the clan the PCs might be helping, 50% from a hostile clan)
8	1-3 Myconids (from area 15)
9	1-4 Cave Crickets
10	Shadow Demon (from area 19)

CAVE CRICKET: AC 4; MV 6"/3"; HD 1+3; H.P.: 4-11; THAC0 -; # AT -; D -; SA Jump kick; SZ S-M; Int Anim; AL N

JERMLAINE: AC 7; MV 15"; HD ½; H.P.: 1-4; THACO 20; # AT 1; D 1-2 or 1-4; SA Traps; SD Save as F4; SZ S; Int Avg; AL NE

SHADOW: AC 7; MV 12"; HD 3+3; H.P.: 6-27; THACO 16; # AT 1; D 2-5; SA Drain STR; SD +1 weapon to-hit, 90% Hide in Shadows; SZ M; Int Low; AL CE

ENCOUNTER AREA Z/35-A2/35: MAP E



11. **THE TUBE:** The shaft drops 80' from here to the ceiling of area 10 below. The shaft continues upwards another 220' past these caverns before abruptly changing direction at an unstable point in the rock (which caused a cave in at that point, again, unless the DM wants to develop this further). The opening here is a 12' diameter hole, a tight fit, that opens into **THE SECRET GARDEN** cavern.

12. **CRYSTAL GARDEN:** This area of the cavern is filled with beautiful crystalline stalactites – Crystal Spires. The dim light in the cave is reflected, refracted, and strangely amplified; in some areas it is almost as bright as sunlight. The stalactites are fairly fragile, and some have been damaged by the Shadow Demon in its search for the amulet. The mephits will not willingly enter the area of the **CRYSTAL GARDEN**, though they may be forced by the Shadow Demon. The mephits will suffer a -3 penalty to hit if they must melee in the **CRYSTAL GARDEN** due to the brightness of the light.

In the **CRYSTAL GARDEN** are 2 Crystal Oozes (H.P.: 18, 19). The Jermlaine know about them and know how to locate them. Untrained eyes will find the oozes very difficult to spot among the rubble of the shattered crystals (20% chance, 30% for dwarves and gnomes).

Clinging to the ceiling near one of the largest **CRYSTAL SPIRES** is a large Crysmal (H.P.: 32) that will drop on a party member if it can. The Crysmal has 8 rough beryl (50 g.p. base value) gemstones in its craw. The Jermlaine do not know about the Crysmal, and the Crysmal will ignore the Jermlaine unless attacked.

13. **ANCIENT RUINS:** Several walls stand here, though what the structures were originally used for is impossible to discern. In one ruin, three of four walls and part of a roof remain, making a defensible position should the need arise. Among the rubble is a deep gnome skull with a silver tooth (value 1 g.p.).

14. **THE TOWER:** The Jermlaine have carved a fortress into a giant column here. There are 20-80 (2d4x10) Jermlaine (H.P.: 2 each) in this fortress at any given time. All of the Jermlaine clans in the area are represented (2-12 will be from the Jermlaine clan included in this encounter). Tiny windows and balconies riddle the column from the floor to the ceiling of this cavern. Tunnels radiate out from above

and beneath **THE TOWER** to every major Jermlaine clan in the Underdark. The Jermlaine here will not aid or hinder the party in any way but will instead watch from the balconies and windows. If the fight goes badly for the party, the Jermlaine will attempt to loot the bodies of the fallen.

15. **MUSHROOM GARDEN:** This area is a giant mushroom field. In the middle of the mushrooms, in a depression in the rock, is the corpse of a huge purple worm that wandered here 6 months ago. The Demon Sh'Lantaaral happened to be in the cavern at the time and battled the purple worm, killing it.

This area is tended by a circle of Myconid: (4) 1 HD (H.P.: 5 each), (4) 2 HD (H.P.: 10 each), (4) 3 HD (H.P.: 15 each), (4) 4 HD (H.P.: 20 each), and (2) 5HD (H.P.: 25 each). Two of the eldest/largest Myconids have been killed by the Shadow Demon.

The Mushroom men will not be attracted by the sounds of combat in the cavern and will only attack if the mushroom garden is threatened in any way.

16. **LICHEN BEDS:** This terraced area is covered with lichen. Giant spiders hunt the giant insects that lurk in the lichen, and it is 50% likely that 3 giant spiders (19, 20, 24) will be here.

17. **SPIDER LAIR:** Seven Giant Spiders (H.P.: 17, 19, 19, 20, 24, 25, 33) are here (unless three of them have been encountered in the **LICHEN BEDS**). The lair contains a rotting backpack with 123 gold pieces, 27 uncut gems (worth 100 g.p. each), **bracers of defense AC5**, Drow buckler +1, and a Drow shortsword +2.

18. **WATER POOL:** A stream falls from a crevice high on the cave wall (about 30') and crashes down here into a pool. The water is tastes sweet but is mildly poisonous (save at +4 or suffer dysentery for 1d4 days).

19. **THE SHRINE OF THE Jermlaine:** The Jermlaine discovered on this little island in the pond a small shrine to an unknown and forgotten god. They bring various treasures here as an offering.

Outside the shrine (unless something has drawn its attention, like combat), attempting to contact Sh'Lantraardal, is a Shadow Demon. The Shadow Demon is in a trance-like state, while the five Mephits are moving nervously around it.



When they notice the party, one of the mephits will arouse their master. The party will have one free round to attack the Shadow

Demon while it comes out of its trance, though the four remaining nephits will attack immediately.

The Shadow Demon's first attack will be to cast **darkness, 10' radius** over an obvious spellcaster, then emit far in a 30' radius. It will attempt to **magic jar** the closest character into the 1,000 gp ruby in the island treasure pile. It will then attack with its claws. Bear in mind that the Shadow Demon can move very fast, so it is likely to sprint around the area, clawing at the party as it charges past, leaping up to 30' to crash into characters before leaping away.

Shadow Demon: AC 5; MV 12"; HD 7+3; H.P.: 44; THACO 13; # AT 3; D 1-8/1-6/1-6; SA Melee Bonus +1; SD Immune to Fire/Cold/Lightning; SZ M; Int Very High; AL CE

5 SMOKE MEPHITS: AC 4; MV 12"/24"; MC: B; HD 3+1; H.P.: 15, 16, 19, 21, 22; THACO 16; # AT 2; D 1-2/1-2; SA Ball of Smoke Breath Weapon (1-4,3/day), Invisibility/Dancing Lights (1/day), Gate 1-2 Mephits (25%, 1/hr); SD Immune to fire; SZ M; Int Avg; AL *E

On the island are the remains of the caryatid columns that once guarded the shrine of the Jermlaine. The shrine itself resembles a marble gazebo, 20' in diameter, 10' high, with a statue in the center. It is difficult to tell exactly what the statue once looked like, as the Jermlaine have worked it "into their own image." Scattered around the base of the statue are 2,214 gold pieces, 5,198 electrum pieces, 11,345 silver pieces, 6,003 copper pieces, 3 bloodstones (worth 50 g.p. each), 2 Garnets (worth 100 g.p. each), 1 opal (1000 g.p.), 1 ruby (1,000 g.p.), a **potion of plant control**, a **potion of polymorph (self)**, five **potions of extra healing**, a **scroll of protection (demons)**, four **arrows +1**, a **javelin of piercing**, and a **necklace of missiles**. These treasures are offerings made by many different Jermlaine clans in the area. If the party loots the shrine, they will incur the wrath of all the Jermlaine clans, who will stalk them and seek to ambush, trap, or get them killed in dangerous areas. They will stir up monsters in the party's path, make noise when they are trying to be silent, etc. It is up to the DM to determine how long this torment lasts.

NOTE: If the encounter is too easy for the party, Sh'Lantaardal could gate in. He will not immediately attack the party, however, even if they are decimating his servants. He might call for a truce to demand his amulet be returned. If the party knows nothing about it, chooses to attack, or refuses to help Sh'Lantaardal, he will attack as potently as he is able. Should they agree to return the amulet, he will promise rewards to them, though if they succeed in returning his amulet, he will immediately attack them (thinking that the amulet will return him to his home plane should they get the best of him. He does not know the magic has been drained from the amulet).

Sh'Lantaardal - Type V Demon: AC -7/-5; MV 12"; HD 7+7; H.P.: 40; THACO 12; # AT 7; D by weapon; SA Spells; SD +1 weapon to hit; MR 80%; SZ L; Int High; AL CE

20. GRAMIL FILIAN'S SANCTUARY: Gramil, the Wererat Advisor to the Jermlaine, discovered this small cave tucked away behind the waterfall. Here he keeps his spellbooks and his personal treasure in a small locked chest. The lock is trapped with a poisoned needle (save vs. poison or suffer 1 H.P./round damage for 4-40 rounds). The treasure consists of a **staff of command** with 2 charges left, a **potion of flying**, 214 gold pieces, and, of course, his spellbooks, which contain the following spells:

First Level: Color Spray, Change Self, Dancing Lights, Detect Invisibility, Hypnotism, Light, Phantasmal Force

Second Level: Blindness, Deafness, Detect Magic, Improved Phantasmal Force, Magic Mouth

Third Level: Continual Darkness, Suggestion

21. THE CORRIDOR ENDS: The main corridor ends here. While a good bit of this passage has been worked stone, the work ends abruptly. If the party searches, they will find some very old, rusted pickaxes and shovels. They can also trace several runes that were once, long ago, chiseled into the stone where the workers stopped. The stone that the rune is chiseled onto is a stone very different in color and texture to what comprises the rest of the corridor (it is a greenish marble with black veins running through it).

NEW MAGIC

Amulet of Sh'Lantaardal

Before the Jermlaine Elder drained the magic power from this amulet, its function was to return Sh'Lantaardal to his palace before a death blow could be delivered. A simple **enchant an item** spell will restore the function.

Ring of Shrinking

This ring causes the wearer and all items "on his/her person" to shrink to 1/4 size. The effect lasts until the ring is removed. The transformation takes one round.

Cursed Dagger +2/+3 vs. creatures larger than man-sized

This weapon has been cursed to be useable by only Neutral Evil creatures. Anyone who carries the dagger must perform an INT check once per day or begin an alignment shift toward NE. Success causes vague feelings of anxiety about the dagger. Five successful checks in a row and the character will suffer from Paranoia (DMG 84), feeling that the dagger is trying to kill him/her.