

D4
FOR ADVANCED
D&D™ GAME

ENCYCLOPÆDIA SUBTERRANICA



By

The Dragonsfoot Community

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This book was developed as 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, and comprises those areas illustrated on the map but not detailed in the modules themselves.

Version 1.1 – Added map to **Bugs**. May 26, 2008

Version 1.0 – Added map to **The Chasm of Deadly Breath** and **The Duergar Redoubt**. Added **Forsaken City of Naavros**. May 25, 2008

Version 0.9 – Updated encounter area list. Updated **The Smugglers** and **Svirfneblin Trading Post** and added **Pool of the Fallen Star**.

Version 0.8 – Added **The Secret Garden** and updated encounter area list.

Version 0.7 – Added **The Moaning Chasm** and updated encounter area list.

Version 0.6 – Added map for **Sanctum of the Absent Mage** and text to **Realm of the White Goblins**.

Version 0.5 – Added **Bugs** and **The Duergar Guardpost**.

Version 0.4 – Continued reordering encounters to meet list order. Reformatted spell lists. Fixed format errors. Added text to **Realm of the White Goblins**.

Version 0.3 – Added Istarlome's map for **Beware the Lord of Eyes**. Began reordering encounters to meet list order.

Version 0.2 – Added **The Lava Fissure**. Included Istarlome's maps on **The Ghoul Warrens**, **Mice in the Lab Maze**, **The Fire Giant Ambush**. Corrected text in the **Fire Giant Ambush** and **Svirfneblin Trading Post**. Updated and reorganized the hex listing. March 9, 2007

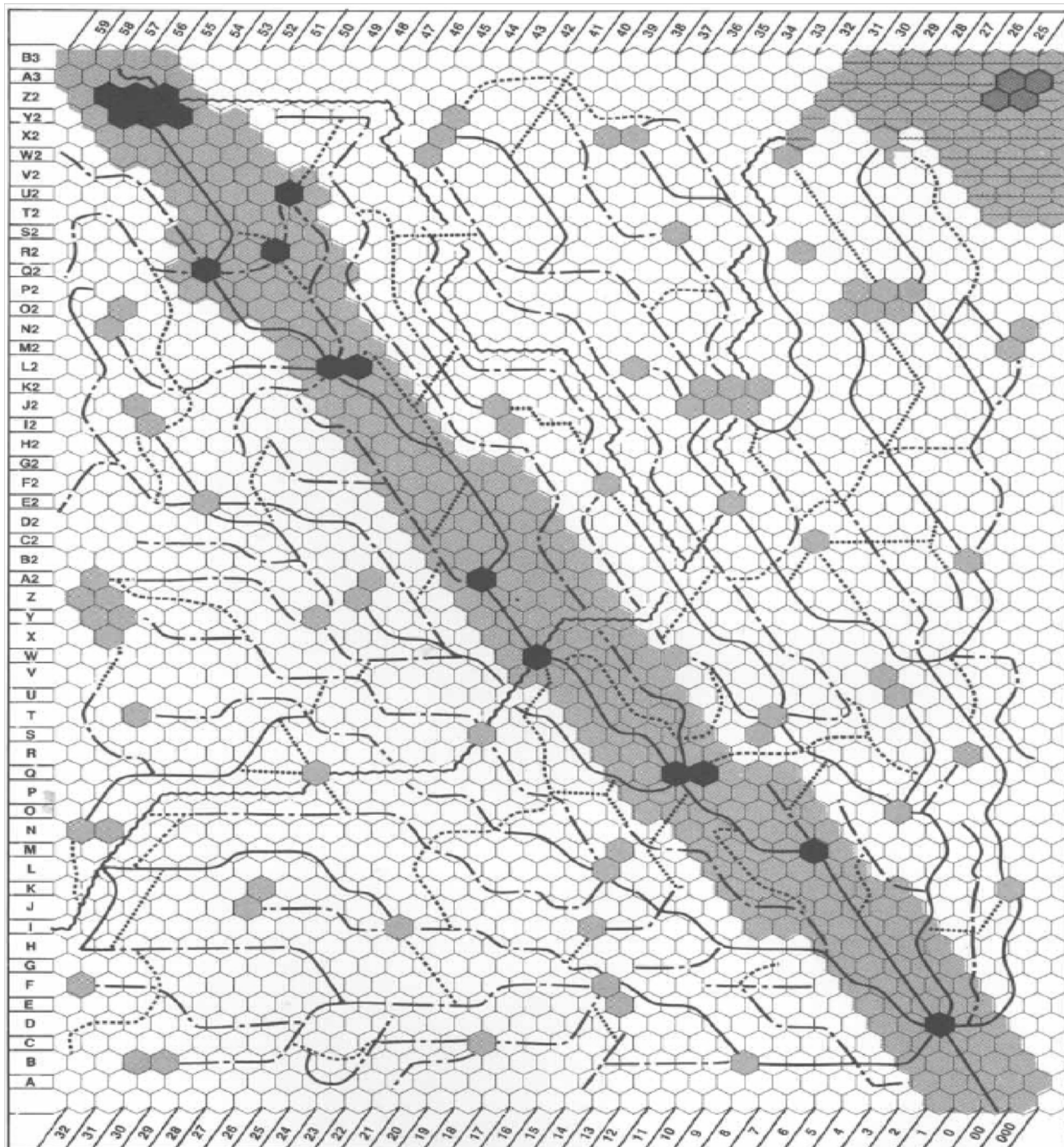
Version 0.1 – Initial edit version. March 7, 2007

- Added in map to L-M/19 trading grounds (from Dragonfoot thread: <https://www.dragonsfoot.org/forums/viewtopic.php?f=42&t=18908&p=1925164#p1925164>).
- Moved I/18 Bugs to proper place in list.
- Added Q/32 The Forgotten Chapel to the Elder Elemental God Hastur (originally Hidden Shrine to the Elder Elemental God) (from Dragonfoot thread).
- Added Y/36 Hook Horror Warren (from Dragonfoot thread).
- Reordered The Ursinians, Escaped Slaves, and The Brazen Tower to proper places in list.

Encounter Listing







	<i>Coordinate</i>	<i># of Hexes</i>	<i>Encounter Name</i>	<i>Creator</i>	<i>Status</i>
001	B/9	1	Trading Post of the Dead, Dying, Damned, and Doomed Dwarves!	Predavolk	Complete
002	B/30-31	2	The Duergar Redoubt	Eldersphinx	Complete
003	C/19	1	The Duergar Guardpost	SoulCatcher78	Complete
004	D/3	1	Drow Checkpoint	Gary Gygax	Complete
005	E/15-F/16	2	The Moaning Chasm	SoulCatcher78	Complete
006	F/35	1	Obsidian Pool of the Fallen Star	jmidd	Need Map
007	I/18	1	Bugs	Iain_IF	Complete
008	I/25	1	Purple Worm Warren	Michael Sandar	Incomplete
009	J-K/31	2	The Repository of Lost Souls	Xiuhcoatl "Xi"	Incomplete
010	K/4	1	The Captive Pech	Istarlome	Complete
011	L-M/19	2	The Trading Grounds	Eldersphinx	Need Map
012	M/12	1	Mind Flayer Spy Post	Gary Gygax	Complete
013	N/38-39	2	Kuo-Toan Town	wbeatty	Incomplete
014	O/10	1	Cleanup Crew	Eldersphinx	Complete
015	Q/18-19	2	The Caverns and Warrens of the Troglodytes	Gary Gygax	Complete
016	Q/32	1	Hidden Shrine to the Elder Elemental God	wbeatty	Incomplete
017	R/9	1	Wererats' Warren	Eldersphinx	Complete
018	S-T/17	2	The Ghoul Warrens (map held by ghouls and ghosts in D1 leads back to here)	Marco	Complete
019	S/27	1	Stone Giant Mining Project	thenraine	Complete
020	T/40	1	Shadows in the Darkness	Runecrow	Complete
021	U/13-14	2	At the Gate of Da-mur-shou (A Mind Flayer Outpost)	Runecrow	Need Map
022	W/22	1	Mice in the Lab Maze	Disjected	Complete
023	W/27	1	Thoopshib's Barge Crossing	Gary Gygax	Complete
024	X-A2/43-45	6	The Forsaken City of Naavros	Eldersphinx	Need Map
025	Y/26	0	The Dread Sinkhole	Eldersphinx	Need Map
026	Y/36	1			
027	Z-A2/35	2	The Secret Garden	wbeatty	Complete
028	A2/20	0	The Fire Giant Ambush	Istarlome	Complete
029	A2/31	1	Svirfneblin Prospecting Claim	Gary Gygax	Complete
030	B2/14	1			
031	B2/24	0	Svirfneblin Trading Post	Elfdart	Complete
032	C2/20	1	The Fire Giant Lair	Istarlome	Complete
033	E2/24	1	The Lava Fissure	Istarlome	Complete
034	E2/43	1			
035	F2/29	1	Grotto of the Morkoth	Eldersphinx	Need Map






036	I2-J2/34-35	2				
037	I2-J2/47-48	2	The Fungi Caverns		Gnarley Bones	Incomplete
038	J2-K2/26-28	6	The Svirfneblin Stronghold		Istarlome	Incomplete
039	L2/31	1	Sanctum of the Absent Mage		Eldersphinx	Complete
040	L2/41-42	2	Shrine of the Kuo-toa		Gary Gygax	Complete
041	M2-N2/18	2				
042	N2-O2/51	2	The Drowad Caverns		Papers and Paychecks	Complete
043	O2-P2/23-25	6	The Ancient City of Khor		Maldin	Incomplete
044	Q2/49	1	Gateway to the Vault of the Drow		Gary Gygax	Complete
045	R2/28	1				
046	R2/47	1	Grotto of Silussa and Belgos		Gary Gygax	Complete
047	S2/30	0	The Smugglers		Elfdart	Complete
048	S2/33	1	Beware the Lord of Eyes		grodog	Complete
049	U2/32	0	White Goblin Ambush		Elfdart	Complete
050	U2/48	1	Black Widow Guardians		Gary Gygax	Complete
051	W2-X2/27-28	2				
052	W2/31	1				
053	W2-Y2/44	3	The Chasm of Deadly Breath		Eldersphinx	Complete
054	X2/37-38	2	Realm of the White Goblins		Elfdart	Incomplete
055	Y2-Z2/54-57	6	The Vault of the Drow		Gary Gygax	Complete
056	Z2-A3/24-25	4	(Isle on the Sunless Sea)			
057			The Ursinians		Terry	Need Map
058			Escaped Slaves		Disjected	Need Map
059			The Brazen Tower		Eldersphinx	Need Map



LARGE SCALE MAP: 1 HEX = 1 MILE

MAP 14 DM'S UNDERGROUND PASSAGE MAP

-  Encounter Area Detailed in a Module of this Series*
 -  Major Encounter Area as Described Above*
 -  Encounter Area to be Designed by DM or in a Forthcoming Module
 -  Major Encounter Area as Described Above*
 -  Waters of the Sunless Sea
 -  Islands of the Sunless Sea
- *not shown to scale

-  Primary Passage
 -  Secondary Passage
 -  Tertiary Passage
 -  Secret (Tertiary) Passage
 -  Underground River (80' to 240' wide)
- Area Shaded is Shown on Players' Map

WANDERING MONSTERS

Drow Merchant Train, small

1 Merchant: 4th/4th Cleric/Fighter (H.P.: 18; **+3 drow chain, +3 drow buckler**, +1 for 15 DEX for AC of -3). Armed with **+2 drow mace**. Carries the following spells:

First level: cure light wounds (x2), detect magic

Second level: hold person, speak with animals

Treasure: 16 platinum pieces, 16 gold pieces, 3 base 100 g.p. gems.

Guards:

2 2nd level fighters (H.P.: 9; **+1 drow chain, +1 drow buckler**, +1 for 15 DEX for AC of 1). Armed with **+1 drow dagger, +1 drow shortsword**, and hand crossbow (6" max range) and 10 poisoned bolts (1-3 HP damage plus save vs poison at -4 or sleep for 3-12 turns). **Treasure:** 3 platinum pieces, 5 platinum pieces.

1 4th level fighter (H.P.: 18; **+2 drow chain, +2 drow buckler**, +2 for 16 DEX for AC of -2). Armed with **+1 drow dagger, +1 drow shortsword**, atlatl, and 3 poisoned javelins (9" range, +1/+2/+3 to hit at L/M/S range, 2-7 H.P. damage plus sleep poison as above). **Treasure:** 10 platinum pieces.

4 bugbears (H.P.: 15 each; ring mail and shield for AC 3). Armed with heavy morningstar (+2 damage) and spear.

Slave bearers:

1. Orc
2. Hobgoblin
3. Hobgoblin
4. Dwarf
5. Orc
6. Human
7. Human

1 Pack Lizard (AC: 5; MV: 9"; HD: 6+6; H.P.: 39; # AT 1; Dmg: 2-8)

No valuable goods carried.

Drow Merchant Train, medium

4 Merchants: 4th/4th Cleric/Fighters (H.P.: 18; **+3 drow chain, +3 drow buckler**, +1 for 15 DEX for AC of -3). Armed with **+2 drow mace**. Each carries the following spells:

First level: cure light wounds (x2), detect magic

Second level: hold person, speak with animals

Treasure:

- 1st merchant: 20 platinum pieces, 20 gold pieces, 3 base 100 g.p. gems, black iron hook brooch
- 2nd merchant: 16 platinum pieces, 16 gold pieces, 2 base 100 g.p. gems
- 3rd merchant: 22 platinum pieces, 22 gold pieces, 1 base 100 g.p. gem
- 4th merchant: 22 platinum pieces, 22 gold pieces, 4 base 100 g.p. gems

Guards:

6 2nd level fighters (H.P.: 9; **+1 drow chain, +1 drow buckler**, +1 for 15 DEX for AC of 1). Armed with **+1 drow dagger, +1 drow shortsword**, and hand crossbow (6" max range) and 10 poisoned bolts (1-3 HP damage plus save vs poison at -4 or sleep for 3-12 turns). **Treasure:** 4 platinum pieces, 2 platinum pieces, 3 platinum pieces, 5 platinum pieces, 5 platinum pieces, 4 platinum pieces.

2 4th level fighters (H.P.: 18; **+2 drow chain, +2 drow buckler**, +2 for 16 DEX for AC of -2). Armed with **+1 drow dagger, +1 drow shortsword**, atlatl, and 3 poisoned javelins (9" range, +1/+2/+3 to hit at L/M/S range, 2-7 H.P. damage plus sleep poison as above). **Treasure:** 13 platinum pieces, 10 platinum pieces.

8 bugbears (H.P.: 15 each; ring mail and shield for AC 3). Armed with heavy morningstar (+2 damage) and spear.

Slave bearers:

1. Half-orc
2. Goblin
3. Troglodyte
4. Hobgoblin
5. Hobgoblin
6. Human
7. Hobgoblin
8. Hobgoblin
9. Goblin
10. Orc
11. Half-orc
12. Half-orc
13. Elf
14. Hobgoblin

4 Pack Lizards (AC: 5; MV: 9"; HD: 6+6; H.P.: 44, 34, 30, 34; # AT 1; Dmg: 2-8)

No valuable goods carried.

Drow Merchant Train, large

8 Merchants: 4th/4th Cleric/Fighters (H.P.: 18; **+3 drow chain, +3 drow buckler**, +1 for 15 DEX for AC of -3). Armed with **+2 drow mace**. Each carries the following spells:

First level: cure light wounds (x2), detect magic

Second level: hold person, speak with animals

Treasure:

- First merchant: 18 platinum pieces, 18 gold pieces, 1 base 100 g.p. gem, tan enameled puffball mushroom brooch.
- Second merchant: 20 platinum pieces, 20 gold pieces, 4 base 100 g.p. gems.
- Third merchant: 25 platinum pieces, 25 gold pieces, 3 base 100 g.p. gems, tan enameled puffball mushroom brooch.
- Fourth merchant: 20 platinum pieces, 20 gold pieces, 4 base 100 g.p. gems.
- Fifth merchant: 23 platinum pieces, 23 gold pieces, 2 base 100 g.p. gems.
- Sixth merchant: 18 platinum pieces, 18 gold pieces, 4 base 100 g.p. gems.
- Seventh merchant: 22 platinum pieces, 22 gold pieces, 3 base 100 g.p. gems.
- Eighth merchant: 23 platinum pieces, 23 gold pieces, 1 base 100 g.p. gem, tan enameled puffball mushroom brooch.

Guards:

12 2nd level fighters (H.P.: 9; **+1 drow chain, +1 drow buckler**, +1 for 15 DEX for AC of 1). Armed with **+1 drow dagger, +1 drow shortsword**, and hand crossbow (6" max range) and 10 poisoned bolts (1-3 HP damage plus save vs poison at -4 or sleep for 3-12 turns). **Treasure:** 7 platinum pieces, 4 platinum pieces, 5 platinum pieces, 5 platinum pieces, 5 platinum pieces, 3 platinum pieces, 5 platinum pieces, 5 platinum pieces, 6 platinum pieces, 6 platinum pieces, 8 platinum pieces, 8 platinum pieces.

3 4th level fighters (H.P.: 18; **+2 drow chain, +2 drow buckler**, +2 for 16 DEX for AC of -2). Armed with **+1 drow dagger, +1 drow shortsword**, atlatl, and 3 poisoned javelins (9" range, +1/+2/+3 to hit at L/M/S range, 2-7 H.P. damage plus sleep poison as above).
Treasure: 13 platinum pieces, 15 platinum pieces, 10 platinum pieces.

16 bugbears (H.P.: 15 each; ring mail and shield for AC 3). Armed with heavy morningstar (+2 damage) and spear.

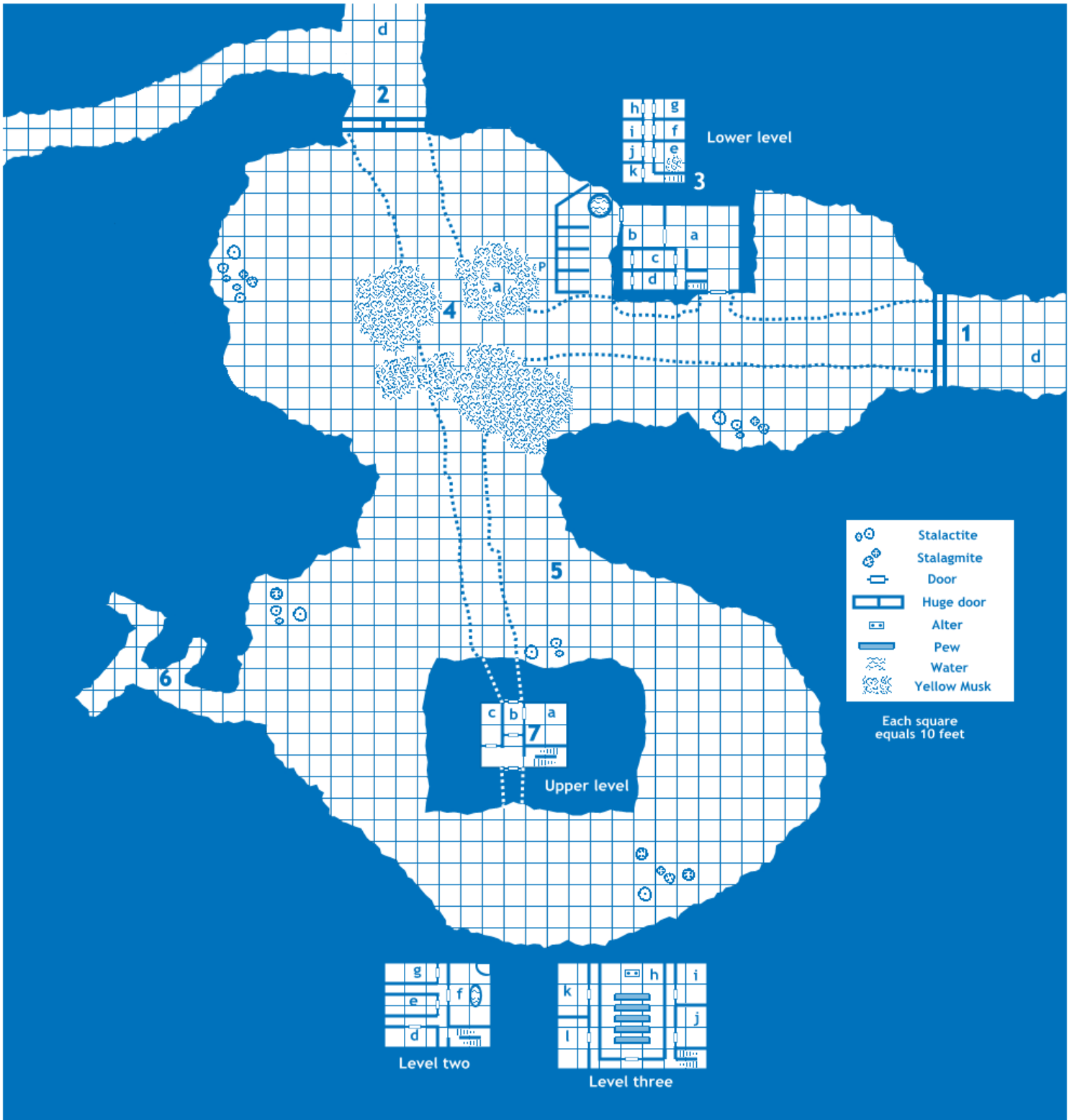
Slave bearers:

1. Human
2. Hobgoblin
3. Orc
4. Gnom
5. Orc
6. Orc
7. Half-orc
8. Bugbear
9. Goblin
10. Orc
11. Orc
12. Half-orc
13. Bugbear
14. Bugbear
15. Orc
16. Orc
17. Half-orc
18. Human
19. Human

8 Pack Lizards (AC: 5; MV: 9"; HD: 6+6; H.P.: 27, 40, 34, 31, 37, 36, 32, 31; # AT 1; Dmg: 2-8)

Valuable goods: 3 mithril bars, 100 gold pieces weight each.

ENCOUNTER AREA B/9: MAP A



ENCOUNTER AREA B/9

Trading Post of the Dead, Dying, Damned, and Doomed Dwarves! by Predavolk

d. The pale gloom of the tunnels starts to turn into a moderate brightness as numerous glowing lichens line the wall. The tunnel also becomes increasingly regular in shape and dimensions. Rounding a corner, parties will be taken aback by a blinding

light. Several incredibly bright spots are on each of the walls, the result of a total of 6 **Continual Light** spells placed here by the inhabitants to ward off Drow and other fell creatures of the dark. Underneath the furthest (from the trading post) light lies the torn and twisted remains of a dwarvish skeleton. It has picked clean by rats (or worse!), but the bones still remain. Note that this skeleton will only be found once (depending on which way the party arrives, ignore the other d).

1.

LEFT DOOR: This massive stone double-door is sealed shut. The

door consists of 18" of solid rock imbued with anti-magic properties that give it 95% magic resistance. It is carved with dwarven runes that say, "To enter, answer the riddle of steel." The answer is "the true strength of steel is in the hand that wields it" or something similar. If they fail to answer the riddle, parties will need to discover the locking mechanism. Thieves may "find traps" with a -80% penalty (-50% for dwarven thieves, -95% for elven thieves) to find the locking mechanism. Once discovered, thieves may make a normal open lock roll. The doors have 40 structural points. The doors open inwards. Directly above the door are several releasable stone traps in the ceiling. Any party exploring the ceiling has a 1 in 6 chance per turn of discovering these traps. Any non-thief who explores them beyond discovery will set them off, causing them to fall for 10 - 60 H.P. on anyone below (save vs. paralyzation for ½ damage). Thieves have the usual chance of disarming the traps. The traps can be activated by secret mechanisms inside the trading post (they are effectively impossible to set off from inside without proper knowledge).

The inside of the doors have hidden firing slots for crossbows outside. They are closed and can only be discovered by searching the doors (1 in 6 chance per turn). Otherwise they are identical to the outer doors.

Once inside, the party will note that the area is well lit by glowing lichens and **Continual Light** spells cast on the ceiling. A smooth road cuts through the area. The area is deathly quiet. Despite being well-lit, the cavern gives off a distinct aura of uneasiness.

2. RIGHT DOOR: Same as location 1, except a forked passage leads to these doors. This is the secondary passage described on the main map. The intersection is particularly well-lit by **Continual Light** spells.
3. INN OF "DIE BETRUNKENE HURE": This building is a combination inn, tavern, farm storage, and stable. Two bloody trails appear to lead into the building from the southern door.

3A. This is the main tavern. As the party enters this room, they will notice copious smoke, blood, broken weapons, and bits of plants and dwarves stain the room. An eerie calm exists in this obvious site of great struggle. A large bar along the east wall once dominated the barroom. This bar, along with most of the furniture, was smashed or burned in the last stand of the dwarves who ran this building. Signs of combat and struggle abound. Rangers will find that all of the recent footprints are those of dwarves. The door leading to location 3B is piled high with chairs that must be removed if the door is to be opened. The door leading towards the south shows two bloody trails leading outside of the building (left by hapless dwarves being dragged to the Yellow Musk fields at 4). Both doors can be re-secured to resist 4 zombies for 4 rounds (deduct 1 round per extra zombie).

It is also the current lair of the main source of woe-Vetral Weedal, a mezzodaemon of great strength (AC -6/-3; H.P.: 101; AL- NE; **+2 shield and +3 bastard sword** stored on the roof of the inn- he will retrieve them before combat if at all possible). The Drow of the Vault knew of this trading post, and were concerned about its competition. Knowing that the dwarven defenses would be geared towards fending off Drow and/or mass assaults, the Drow hired Vetral to remove the dwarves. Vetral needed little persuasion to wreak havoc on the hapless dwarves. His plan was fiendishly clever, yet simple. He used his **polymorph spell** to pose as a hapless gnomish trader and secured lodging in this inn. He then used his **ESP**

to lure victims into a room where he had planted the seeds of a plant from the depths of Hades itself- the Yellow Musk Creeper. By using specimens of this plant, Vetral could not only wipe out the current dwarves, but also ensure that this area was not resettled.

When a party enters the room, Vetral will be **invisible** and **levitating** as a precaution against being surprised. He will use his **ESP** to observe the party and remain hidden as best as possible. If discovered, he will immediately try to escape to another part of the trading post using an appropriate magical ability (e.g., **Dimension Door**, **Ethereal**, **Passwall**, etc.). In subsequent encounters, Vetral will perform specific actions as indicated by the location descriptions. However, he is highly intelligent, and DMs should make modifications to his plans in response to character powers and weaknesses based on his observations and **ESP**. His overall goal is to complete the destruction of the dwarves in this trading post. Destroying the party isn't necessary, but it would be a really sweet bonus.

In fact, if Vetral determines through **ESP** that the party is evil and/or selfish, he may decide to try recruiting them if it looks likely that they would accept such an offer. He will offer any reward that the **ESP** suggests as effective, and will make any deal possible. His ultimate goal is to kill the dwarves, so he would be content with paying others to do it, to double-cross others after they do it, or best of all, to kill the others after they do it. Once again, DMs should take into account his high intelligence in such dealings. If he has a weakness, it is that his arrogance makes him perhaps less respectful of mortals, and especially surface dwellers, then he ought to be. He is a ruthless foe who will fight ferociously if cornered or seriously pressed.

3B. This storage room contains the farming implements used to maintain the gardens at location 4 and the stables beside the inn. Ripped, smashed, and broken tools, seeds, and crates of food lie scattered across the room. The rotten remains of a dwarvish corpse lay scattered in pieces across the room (killed before he could be seeded). If parties enter from the stables, they will find the door barricaded from within. Parties must make an open door check, at a -1 penalty, to force entry.

Beyond the storage room lies a stable and a well. The well contains rotten food and body parts dumped by Vetral in an attempt to foul the water. Anyone drinking the water will contract a random gastro-intestinal disease (see DMG for details). The gory remains of two partly eaten mules in the first two stalls attest to the daemon's great hunger. Scraps of dwarven weave and cloth can be found littered around the area.

3C. The room of the dwarven innkeeper and his wife is in good condition, with a made bed, a chest, and a large dresser. The room contains little of value beyond various dwarven sundries. A weapons rack is plainly mounted on the north wall. Inside the second door is a trapped, iron chest. Before leaving, Vetral plans to smash it open. It is locked and trapped with a weak poison dart (save vs. poison at +2 or die). In it are 100 platinum pieces, 500 gold pieces, 500 silver pieces, 100 copper pieces, 30x10 g.p. blue quartz gems, and 10x100 g.p. topaz gems - proceeds from the tavern. The key to this chest lies on

one of the zombies in area 4.

3D. The room of the four dwarven farmers is less well kept than the innkeeper's room, but is still in remarkably good shape when contrasted with the state of the main barroom. Four beds and four clothing chests lie against the south wall, while two obviously empty weapons racks lie on the north wall. The inner closet contains a large, locked chest filled with 100 gold pieces, 200 silver pieces, 300 copper pieces, and 40x10 g.p. azurite gems.

3E. This room, and the others on it, is below the first floor. The door to this room is slightly ajar. Players who open it without express caution will immediately be surprised by the attack of two Yellow Musk Creepers. Anyone who bursts forcefully into the room will be automatically hit by both plants (2-12 times each!). At the back of the room lie the corpses of two hapless dwarves who lay tied to their bunks (early victims who were unsuccessfully brought here for treatment). Their skulls are burst open by the evil plants, and their bodies are home to their bulbous roots (H.P. 11, 18). Each dwarf has 5x50 g.p. black onyx gems, chain mail, shield, and hand axe. Four other beds fill the room, along with six empty chests (their destroyed goods were tied to their mules in 3B).

3F. This room is spartanly furnished with two beds, two clothing chests, and two smaller, wares chests (locked, but filled with 20 gold pieces and 50 silver pieces. It was home to two dwarven guardsmen who are now zombies in area 4.

3G. This room is identical to 3F.

3H. This room is ornately furnished, with a plush bed, rich dresser, and a large, secure chest (locked, -15% to open). This room is reserved for wealthy merchants. It was occupied by one such merchant, who was unfortunately returning from the temple when he was caught in area 4. His belongings lie in the chest. The chest contains 10 amethysts (100 g.p.), 4 large topaz gems (500 g.p.), 1 bright emerald (2,000g.p.), a fine mithril ingot (a trade sample, worth 1,000 g.p.), a jeweled **dagger +2** (worth twice the value of a normal **dagger +2**), and a rolled map leading from this post to an outpost of Deep Gnomes (DMs discretion as to exactly what path this map shows, but it should indicate areas of potential danger, if not the actual source and kind of danger).

3I. This room is identical in form to 3H, but is unoccupied.

3J. This room is a more modest version of 3H. It was occupied by Vetral, when he posed as a gnomish trader. It has the same furniture, but also contains a large backpack filled with cluttered travel and camping gear, as well as cheap trinkets and trade items. A large, 2' steel snake, an Iron Cobra (H.P.: 7), lies beside the chest in the room. The Iron Cobra is instructed to attack anyone who attempts to open the chest, or who attempts to handle the snake with bare hands (+4 "to hit" rolls). Otherwise, it remains limp. It guards the locked chest that contains Vetral's travelling money (5x100 g.p. small topaz gems and 100 platinum pieces) and Yellow Musk seeds (5, worth 2,000 g.p. each to the right buyer).

The room also contains another of Vetral's surprise imports - 4 Gallitrits (H.P.: 2 each). These small creatures will attempt to land on the party as they leave the room, or are otherwise occupied (e.g.,

watching the thief check for traps, or fighting the Iron Cobra). They have not fed on fresh blood for some time, so they will patiently follow, at a safe distance, characters out of the room if opportunities do not present themselves. They will try to inconspicuously latch on to a single victim if possible, but will not hesitate to attack multiple victims if appropriate. They will flee rather than fight if discovered- only to return later!

3K. This room is similar to 3J, but was providing shelter to a deep gnome. He was dragged to the plants in area 4 when the zombies broke into the inn. In the room is a document containing a letter of trade intent from the Deep Gnomes to the dwarves, and a reply letter from the dwarves to the Deep Gnomes. Returning these documents to friendly dwarves or gnomes will gain the party a +2 on any one chosen reaction roll. They can be sold to interested Drow for 50 g.p. as evidence of their neighbors' collusion. The chest is locked and contains the gnome's trade goods - 10 large pieces of jade, worth 150 g.p. each.

4. **FIELDS OF HADES:** This area is dimly lit by overhead, glowing lichens. It is covered by a loose, rocky soil and rows of gently swaying alien-looking plants (i.e., characters will not recognize them as surface plants). A strange mist rolls lazily around the base of the plants. These 6' plants are an odd shade of yellow and festooned with strange, orchid-like flowers that are at once unfamiliar and unsettling. In fact, a total of 13 Yellow Musk Creepers (H.P.: 14, 13, 12, 11, 10, 8x3, 7x3, 5x2, 4) have replaced the stone wheat crops originally planted by the dwarves. It was the intention of the dwarves to grow a sufficient supply of crops to be able to sell some to passing traders, who would be short on supplies. Vetral had other plans. He sowed the fertile soil with leprous seeds from Hades that grew into Yellow Musk Creepers. With Vetral's help, they have captured most of the dwarves and their guests. In this area dwell a host of Yellow Musk Zombies. These zombies will remain inside of the planted area until living hosts enter or pass within 10'. At this point, they will gradually converge on, and pursue, potential hosts. Some zombies will attempt to drag opponents into the fields, while others will try to melee stronger or dangerous opponents in order to weaken them. The plants are tall enough to prevent visual communication between anyone shorter than 7'. Characters fighting within the fields will be attacked by 1 plant every other round. DMs should be prepared for a variety of methods of dealing with the plants and their possible effects (e.g., **teleporting** the character, using **blade barriers**, **reducing** plants, **enlarging** the characters, etc.).

Wrestling Zombies - 13 x 2 HD (12, 11, 10, 9x2, 7x2, 6x2, 5x2, 3x2). These dwarven zombies will attempt to drag opponents into the fields. Treat as 2 HD monsters for "to hit" purposes. Each zombie will attempt to drag their opponent into the fields by making an Open Doors STR check. Each zombie has a STR equal to their H.P. + 6. Characters can try to resist being dragged into the fields by making a successful Open Doors roll (in which case, they cannot perform any other actions). Continue rolling until the character or zombies fail a roll, at which point the other succeeds. Add a +1 to the Open Doors chance for each subsequent zombie dragging a character. If the zombies succeed, they will drag the character towards the fields at a rate of 30' per zombie per round. Once dragged into the fields, characters will be attacked by 2 plants (2-12 times each!) each round. One of the zombies (the former innkeeper) has a key to the chest in 3C.

Fighting Zombies - These more powerful yellow musk zombies will attack with weapons instead of trying to grapple characters. They will generally attack active threats over passive threats (e.g., a fighting ranger or spellcasting mage over a healing cleric). They are the:

- Former Captain of the Guards (AC 2 (plate + **shield+1**; **battle axe +2**); H.P.: 72)
- Former Lieutenant (AC 2 (plate + **shield+1**, **broad sword +1**); H.P.: 40)
- Deep Gnome Tavern Guest (AC 0; H.P.: 30 (see Deep Gnome stats for abilities))
- Rich Dwarven Merchant Tavern Guest (AC 9 (thick, dirty, velvet robes); H.P.: 38; **broad sword +1**)

There are two other important surprises for parties engaged in combat. First, 6 Galltrits (H.P.: 2 each) will try to land on them during combat to drain their blood. Second, and far more dangerously, Vetral will try to lure parties into this area if he is alerted to their presence. If Vetral is alerted to sounds of an exploring party by their entry to the inn, or through sounds of their exploration, he will **invisibly** make his way into the heart of the fields, **polymorph** into a young girl/dwarf, and use his **ESP** to effectively lure the party into the fields, through whatever persuasive means possible (including faking being attacked by zombies). Once parties enter the fields, he will try to help the zombies by **polymorphing** into one himself. Blending into the zombies thusly, he will use his great strength to subdue likely characters (e.g., he's smart enough to wrestle a mage before trying a fighter). He will also use spells if possible to isolate the party. DMs should feel free to modify and adapt his tactics as appropriate (e.g., he may join the fighting zombies if that appears more appropriate). If he is in serious trouble, he will escape to location 5 where he will again try to lure the party into an ambush through trickery and/or deception.

- 4A. Here lie the corpses of the 3 dwarves who died fighting the zombies. The bodies are slowly being absorbed by surrounding roots as Vetral tossed them here for fertilizer!
- 4P. Here lies the belt pouch of the rich dwarven merchant. It contains a trio of potions that Vetral ignored due to his high magic resistance. The potions are: **invisibility**, **extra healing**, and **levitate**.

- 5. DWARVEN GOLEM: Here dwells one of the dwarves failed, main lines of defences- a huge dwarven Clay Golem (H.P.: 46) that is now possessed! It was meant to be a last line of defence for the trading post, but Vetral was able to corrupt it when he engaged it in a wrestling match. It has since sustained minor damage from one brave dwarven warrior who was then pulped by the golem into a broken, stamped smear on the floor. The deranged golem stays close to the temple, for he realizes that his dwarven masters still lie within and seeks revenge. The possessed golem is just smart enough to know that it can't break down the tough dwarven doors without smashing itself to pieces. Nevertheless, it will attack anyone who approaches south of area 4 without hesitation. It ignores the zombies and but attacks Vetral. While he could possibly destroy it, Vetral leaves it here as a way of guarding the dwarves within the temple. DMs should remember its immunity to all but blunt magical weapons, as well as its ability to **haste** itself during combat!

- 6. MINES: These twisting tunnels represent the dwarves attempt at mining a small natural vein of silver. The rough stone is streaked with faint lines of silver surrounding a large, 1" vein of silver. As the party approaches the entrance to the tunnel area, they will hear a faint, rhythmic tapping, or clinking, sound, as if someone was hitting on the rocks with a metal hammer. The sound originates from the tunnels. This tapping sound is highly annoying, and will prevent rest, listening to doors, or even quiet conversation. Anyone listening to the tapping sound for more than an hour must make a saving throw vs. spell at +2 or develop a random form of insanity! If a successful save is made, an additional saving throw must be made each hour after the first. There is also an additional 20% chance per hour that the individual will develop kleptomania insanity.

Specifically, the sound originates from the back of the innermost tunnel on the right hand side. Should the party investigate, they will find the corpse of a dwarven miner, obviously been beaten to death by blunt objects. If players investigate the corpse, or stay in the area longer than 6 turns, the inhabitants will reveal themselves and attack in a crazed manner- shrieking and howling as they do so. They are 3 Tappers (AC 2; H.P.: 28, 21, 13; DMG 2-9 + save vs. spell or suffer 6th lvl clerical spell "lose the path"; SD undead; require +1 or better weapons to hit; turn as wights; 2-8 H.P. damage from holy water; killed by **raise dead** or **resurrection**; immune to poison, **enchantment/charm**, paralysis, and cold attacks; **invisibility** for 6 turns twice a day; INT: average; AL: NE; XP: 240+4H.P.- these are "rappers" from Dragon #58). These Tappers were three of four miners employed to tap this vein of silver. All were relatively selfish, but the strongest was actually evil. When their fourth companion threatened to tell the Captain of the Guards that they were stealing silver from the mines, the strongest led the others in murdering him. Unknown to them, their struggles awoke 2 Eye Killers (see below) who arrived from the most recent excavation and slew the dwarves. Cursed by the dwarven gods Vergadin and Abbathor, they were transformed into Tappers at the moment of their death. They appear as pale-skinned dwarves with semi-translucent skin, dressed in rags and carrying mining tools. Beside the dwarven corpse lie several raw ingots of silver worth 300 s.p.

Very little progress had been made before the 2 Eye Killers (H.P.: 24, 20) moved into the dark area. They stand over the skeletons of many rats and are eager for fresh prey after being deprived of the dwarven miners. They are quite hungry and will attack with little hesitation if characters enter the innermost left tunnel, or if they hear the sounds of combat from the Tappers. If faced with intense illumination (e.g., **Continual Light**), they will split up and attempt to flee.

- 7. TEMPLE: Carved into a huge pillar of rock is a dwarven temple to Vergadin. It was the head priest who decided to set up this trading post as a way of circumventing the Drow-controlled passages. His goal was to set up friendly trading contacts with Pech, Svifneblin, and any other friendly races. Things were going very well, and work was being done on the tunnels, when Vetral arrived. Both entrances to the temple were sealed shut during the crisis. They can only be opened by answering, in Dwarvish, the riddle carved into the door. "I look down on you, but I do not notice if you look back. Though no embarrassment or shame befalls ones I gaze upon, still all become flushed eventually when I do so." Answer: The Sun (this is something creatures of the Underdark can't guess). The doors and walls have the same anti-magic properties that give the main doors 95% magic resistance AND the doors have a permanent **protection from evil** cast upon them. Combined, these measures have prevented Vetral from entering or harming the dwarves trapped inside the temple. Both doors are also protected by **Glyphs of Warding** that will cause a -2 (10%) penalty to all rolls to the first hostile (to the dwarves) individual that passes through the doors.

- 7A. This larger room is furnished with several cots and chests of clothing. It is the home of the miners and workmen who work on the tunnels and area 6. See area 6 for details on those dwarves. The chest in this room is locked, and contains several pounds of silver (worth 50 g.p.).

- 7B. A trap plate here (detectable on a 1 in 6 chance, 3 in 6 for dwarves; double if searching for traps) will drop part of the ceiling for 3d6 H.P. of damage (1/2 if save vs. paralyzation is made). The last two remaining guards, Kelkyne and Sandara (AC 4; H.P.: 7; DMG 1-8) patrol this area. Sandara (the female) will immediately report any disturbances to Beros (see 7L below), whilst Kelkyne challenges any intruders. He

will do his utmost to prevent entry into room 7C or the stairs, and will resist any attempts at persuasion, for he believes that any intruders are agents of the daemon and/or the daemon itself!

- 7C. This is the room for the main administrator and Captain of the Guards. It is richly, but sternly, decorated. Four silver goblets and mugs worth a combined total of 400 g.p. sit on a table, and a large chest holds clothes and a **potion of healing**.
- 7D. This is a room for the 6 guards. Cots, clothing trunks, and weapons racks line the walls. Scattered amongst the clothes in the room are 45 gold pieces and a **potion of healing**.
- 7E. This room is identical to the previous room.
- 7F. This room contains the forge for the temple, which also serves to heat the entire complex. The door to this room is trapped by a (14 h.p. of fire) **Glyph of Warding** that is set off by any non-dwarf entering the room, unless it is disarmed by Beros (see 7L). It is in continuous operation, for it draws in air from the outside to the inside of the sealed temple in a safe way (air has to pass over the intense heat of the forge, which purifies it). A large stack of coal, with a shovel, lies in the NE corner of the room. The head priest is responsible for maintaining the fire in the forge, and does so diligently. It may be used by skilled armorers (which the Lieutenant of the Guards was) to repair arms and armor or to forge simple tools or weapons (e.g., arrow- or spearheads). Characters with appropriate skills will be allowed to use the forge if they gain Beros's trust.
- 7G. This room is identical to rooms 7D and 7E, except it does not contain a **potion of healing** (it was used up in a battle with the zombies).

The stairs between Lvl 2 and Lvl 3 are trapped with a **Glyph of Warding** that will cause blindness to any non-dwarf unless it is disarmed by Beros (see 7L).

- 7H. This is a shrine to Vergadain, the dwarven patron of merchants and good luck (and riddles!). The main feature is a bright golden altar. The altar is actually granite coated with a thin covering of gold (worth 300 g.p., weighs 3,000 g.p.). Bright gold and silver candelabras flank the altar, on top of which lies a large, 3' silver statue of Vergadain vested in golden finery (worth 1,500 g.p., weighs 1,500 g.p.). Several rows of pews are used by the dwarves in this trading post when religious ceremonies are held. Any player who steals from, or desecrates, this shrine will be cursed with a -4 on all saving throws versus dwarven opponents, traps, or other related events for one year. Any player who touches the altar without first kneeling and offering praise to Vergadain will be trigger an electrical **Glyph of Warding** for 14 h.p. damage.
- 7I. This room is relatively gaudily appointed, especially for a dwarf. All of the furniture has gold and silver trim (total value of 300 g.p., total weight of 800 g.p.), and rich-looking, but worthless trinkets, abound. This is the former abode of the sub-cleric, and lieutenant of the guards, Aldric. He was one of the first to be taken in by the Yellow Musk, when he came to the aid of an early victim. His room is relatively empty of valuables, save for a locked chest, with a **Glyph of Warding** and a poison needle trap that only he and Beros know about. The poison needle trap is of high-quality

dwarven work, giving a -15% to detection (but not for removal). Inside are 4 vials of holy water, a **potion of extra-healing**, and a **clerical scroll of neutralize poison and cure disease**.

- 7J. This storage room is full of food, ale, sundry supplies, and coal. Little is of significant value in this room, although characters should find enough iron rations to last for 20 weeks, miscellaneous supplies, such as candles, rope, oil, flint and tinder, blankets, and large sacks of coal.
- 7K. This room is a combined storage room and initiate room. Two relatively spartan beds and dressers are on one side of the room, with religious accouterments on the other side (e.g., linens, three mundane holy texts worth 20 g.p. each, etc.). This was the room of two clerical initiates. One succumbed to the Yellow Musk during the main battle, while the other was saved by Beros. Quintain is a Level 1 Cleric (AC 4, H.P.: 6, AL: N, Equipment: chain mail, shield, hammer, 2 vials of holy water, Attributes: WIS 15). His memorized spells are:

First Level: purify food and water, cure light wounds

Quintain is a merchant at heart, and isn't above taking advantage of others to make a profit for himself. Nevertheless, he is generally loyal to the dwarven race and to the members of his clergy in particular. So while others are fair game (e.g., overcharging for rations, etc.), he will not turn on anyone within the temple for any reason. Particularly after Beros saved his life!

- 7L. This large room is ornately furnished with rich tapestries, mahogany furniture, and numerous pieces of religious art and literature. A richly decorated lyre, worth 150 g.p., sits on top of the bed. A single large chest is trapped with a **Glyph of Warding** that will deal 14 h.p. of electrical damage unless a blessing to Vergadain is made before opening it. The chest contains 5 silver bars (worth 100 g.p. each), 350 gold pieces, 100 platinum pieces, 5 100 g.p. amethysts, 10 50 g.p. zircons, 4 vials of holy water, 2 **potions of healing**, and a **scroll of augury and cure light wounds**. This room is home to the head priest, Beros (C7; AC 2; H.P.: 42; AL: NG; Equipment: **chain+1, shield+1, mace+2**; Attributes: WIS 17, CON 15). His memorized spells are:

First Level: bless, create water, detect evil, light, protection from evil

Second Level: know alignment, detect charm, silence 15' radius, slow poison, hold person

Third Level: create food and water, dispel magic, glyph of warding

Fourth Level: divination

Beros was a powerful priest from a northern dwarven community (DM's choice). He decided to leave the safety of the community in order to take a gamble. As a priest of Vergadain, he was well aware that greater profit required greater risk. So he chose to try and form a business connection with wealthy, non-evil underground races as an alternative to the Drow-dominated trade routes of the Underdark. He

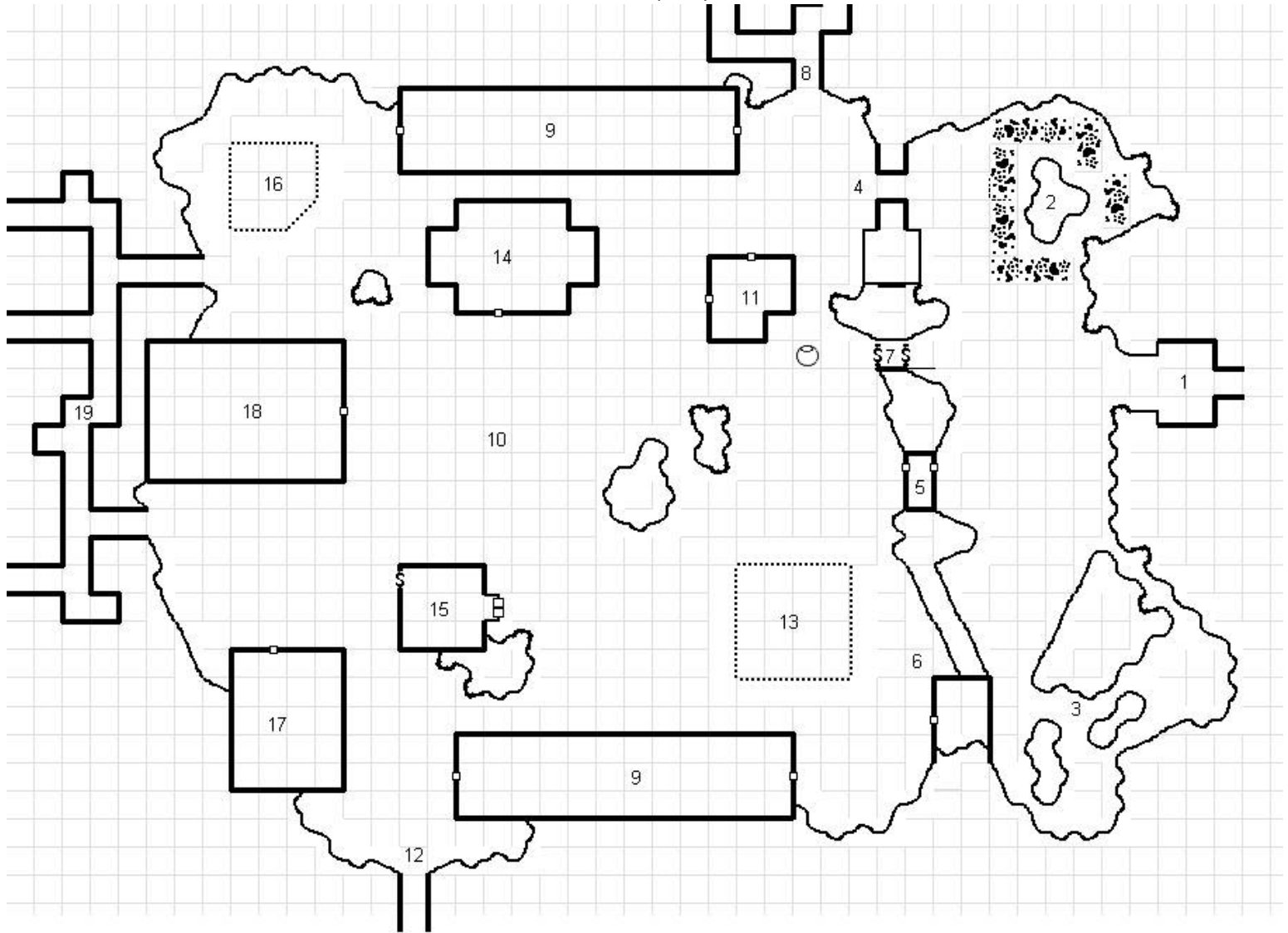
cleared this cavern of its original inhabitants (a large group various dangerous fungi) and set it up as a safe haven and trading spot for svirfneblin, pechs, myconids, dwarves, and surface travellers. Business was good. Good enough that the drow took notice and hired Vetrul to wipe out the operation.

Vetrul was able to fool the guards, gain access, and sow his deadly seeds in the ironically rich soil of the cavern. Once chaos ensued, Beros found himself helpless to aid those who succumbed to the Yellow Musk Creepers. A last minute attempt at using the temple's clay guardian backfired, as the daemon drove a possessed spirit into it. Seeing the battle and the captain of the guards lost, Beros' decided to retreat to the temple in the hopes of waiting out the daemon. The temple itself is designed to resist just such a siege, and Beros has since done his best to remain vigilant against any intrusion. A huge supply of coal is available for the efficient furnace, meaning a guaranteed supply of fresh air, and the cleric is able to create sufficient food for himself and Quintain with him. He casts **divination** on a daily basis to determine if Vetrul is still in the cavern, and will not willingly leave until the daemon is destroyed (not even to help destroy the daemon).

If the daemon is destroyed, Beros will reward the destroyers with all the treasure found outside of the temple, as well as a **vial of Luck of the Dwarves**. This potion gives the user a bonus of +25% on any dice roll of their choice, so long as it is made within 6 turns of drinking the potion (e.g., to hit, damage, healing, jumping, reaction, survival shock, saving throw, etc.). This potion requires a final blessing, and so is useless unless donated willingly by Beros.

When party is first noticed in the temple, Beros will attempt to meet them as quickly as possible in order to confirm that they are not agents of the daemon. He will initially be cautiously friendly. He will ask if he can cast **Detect Evil** and **Know Alignment**. Parties who deny him these spells will be regarded with extreme suspicion. Beros will be friendly towards good characters and neutral towards neutral characters. He will ask for their assistance, promising the rewards mentioned above. If party succeeds in clearing the area, they will forever have a friend in Beros. He will rebuild this area, and gladly provide shelter to the party, even if they are pursued by enemies. Of course, he'll still have to charge them normal entry fees, but he'll give them a good deal!

ENCOUNTER AREA B/30-B/31: MAP A



ENCOUNTER AREA B/30-B/31

The Duergar Redoubt by Eldersphinx

This large cave is home to almost three hundred duergar, their allies, pets, and slaves, and represents the largest concentration of these dark cousins of dwarvenkind within this region of the underworld. The duergar once controlled a much larger expanse of territory, but in recent decades have lost much ground to the drow, illithids, kuo-toa and other races; now only this outpost remains. Whether the duergar here have contacts among their kindred elsewhere in the campaign is left to the discretion of the Dungeon Master.

The entirety of the encounter area, except where noted, is composed of unworked stone caverns, with easily climbable walls and a ceiling that varies between fifteen and thirty feet in height. Thick stalagmites and stalactites, ranging in thickness and height from 2' to 10' wide and 4' or taller, are scattered throughout the cavern; stalagmites of 5' or greater thickness (and thus posing a real obstacle to ground movement) have been noted on the map. Other irregularities in the cavern floor have, however, been ground away by centuries of traffic by the duergar, and so no other hindrances to travel present themselves in this area.

Structures built by the duergar (encounter locations 4-6, 9, 11, 14-16, and 18) have masonry walls four inches thick, lack windows, and have ceilings two inches thick; they are built more for privacy than for shelter. The entirety of the external cavern is continually lit to a constant, twilight

glow by outcrops of luminescent moss.

The Dungeon Master should read the entirety of this encounter area carefully before play, as the duergar are well-organized and will react as a unit against any serious threat. A party that parleys or employs stealth may succeed in exploring much of the area without facing organized resistance; a group that engages in open combat at the first opportunity will face much heavier odds.

Running the Duergar

Nearly 300 duergar are resident in the Redoubt, all of whom will act in unison to drive back those that seek to invade their stronghold. Once hostilities have commenced, the anger of the duergar will be implacable and unceasing – any attempt to parley or negotiate a settlement will be met with disdain and contempt. The duergar will fight until they have achieved victory or are forever broken as a power within this area of the Underworld.

When utilizing the duergar as a force, it is important to remember their native psionic talents (of **expansion**, **invisibility**, **molecular agitation**, and **reduction** - see the MMII description). Of these powers, only the first is likely to be of battlefield use against experienced and prepared opponents, and the duergar realize this – they will not seek to waste psionic strength on other endeavors. If an intruder attempts to manifest psionic abilities of any description, the duergar will strike without mercy, using massed **Mind Thrusts** to drain the target's psionic potential and then

attempting **Id Insinuation** to take control.

The duergar also operate well as a military force, seeking to flank enemies, provide advancing warriors with cover fire with crossbows, and utilizing similar tactical principles. Their leaders have trained and fought together for literally decades, to the point where they can often predict each others' actions almost instinctively. They will work as a team without actual communication; the Dungeon Master should feel free to have separate forces of duergar maneuver in unison and in common support of one another, even in the chaos of a battlefield environment. Winning a pitched battle against a fully mobilized duergar force should be very difficult for even the most powerful band of adventurers.

Statistics for the lesser ranks of duergar are listed here, to avoid needless duplication below. The total number of duergar of each type present in the Redoubt is also listed, in the event that a massed-forces battle is fought. The Dungeon Master should feel free to use these numbers as a guideline, however, and not a limit of the total manpower available in the encounter area.

Duergar Veteran, 'common' duergar (177 present) – AC 4 (chain and shield); 1st-level fighter; H.P.: 7; armed with hammer and spear

Duergar Warrior (68 present) – AC 4 (chain and shield); 2nd-level fighter; H.P.: 12; armed with pick and light crossbow

Duergar Swordsman (18 present) – AC 2 (plate and shield); 3rd-level fighter; H.P.: 18; armed with hammer and short sword

Duergar Hero (17 present) – AC 2 (plate and shield); 4th-level fighter; H.P.: 23; armed with hammer and short sword

Statistics for additional duergar leaders in the Redoubt are provided in their associated encounter areas.

1. OLD GATEHOUSE: This point, where the tunnel widens into the expanse of the larger cavern, was once fortified by the duergar to defend their holdings. It was shattered in the most recent battle between the dark dwarves and their enemies, however, and has never been rebuilt. A thick and unstable field of rubble and debris remains, mostly avoided by the duergar. The true defenses of the area lie further within.

All ground movement through the marked area is reduced to two-thirds of maximum speed, at best, due to unstable footing and the need for constant detours. In addition, bits of rusted weaponry and other dangerous bits of metal have been abandoned within the rubble, so that any character crossing this location without paying careful attention to their steps has a base 20% chance of stepping on or tripping over some sharpened scrap for 2d4 hit points of damage. Note that a careful examination is likely NOT possible if the party is retreating from the encounter area at high speed, after a hostile encounter with the duergar!

2. MIDDEN HEAP: This pile of garbage, mold, and offal has been established as a waste dump for the duergar's activities. Though possessed of a truly vile smell and home to more than a few good-sized spiders, centipedes, and roaches, it is not inhabited and holds no treasure.

3. TROLL LAIR: This small series of caves has been taken over by a gang of nine trolls (H.P.: 43, 39, 39, 36, 35, 33, 30, 29, 27) that work for the duergar as enforcers and trackers. Though stupid and greedy, they are incredibly tough and possess a certain low cunning that serves the duergar quite well.

If encountered by a group of three characters or less, the trolls will attack on sight. The appearance of a larger party, however, will give them pause, and leave them amenable to parley, if the adventurers choose. The trolls' terms are simple - interlopers who provide sufficient amounts of either metal or

flesh may pass deeper into the Redoubt, untroubled by the trolls' wrath. Coinage must be at least 5,000 coins-worth, of any type - the trolls are dim enough to consider copper as equally valuable as platinum. Fresh meat is a bit easier for them to grasp - the corpses of at least four man-sized beings, or three pack animals, will suffice to earn the trolls' goodwill. Whether the adventurers agree to supply such is, of course, up to them.

Note that parleying with the trolls is only possible if the adventurers meet the trolls on their way into the Redoubt - characters who bypass this location and assault the duergar gates will likely find the trolls attacking them from behind! The trolls listen for the sounds of battle deeper within the cavern complex, and will head towards any battle at their best speed. In addition, any party chased into this encounter by a duergar force will find the trolls quite willing to tear them apart, even if an understanding was reached at an earlier date.

The spot marked with an 'X' in the rear of this cave holds a sizeable mound of old bones and other remnants of past meals, thrown here by the trolls as a sort of grisly trophy. Their pay and treasure, such as it is, has been buried beneath this pile - 3,239 copper pieces; 1,227 silver pieces; three agates worth 75 g.p. each; and a **wand of illusion** with 16 charges.

4. NORTHERN GATE: This gatehouse and barracks is manned at all times by a force of twenty duergar - fourteen of the 1st level of ability, four of the 2nd, and one each of the 3rd and 4th. All carry light crossbows, in addition to their normal weapons and armor, while on guard duty at this location, and, if attacked, will take cover behind walls and parapets in order to return fire.

The barracks area shown here has two levels, connected with a ladder and trap door. The lower level is a common area and training ground, where the majority of guards gather. The upper chamber contains weapon racks, barrels of spare crossbow bolts, and also a trio of ballistae that can be quickly loaded and aimed at enemies attacking the gate from the east (inflicting 2d6 H.P. in damage, as per the siege engine rules - DMG p.108). The ballistae are not normally kept loaded, but can easily be manned if the duergar detect enemies approaching the gatehouse.

5. CENTRAL GATE: The fortifications at this location rise from floor to ceiling, blocking passage once the gate is shut. The garrison here is small, but well-trained, consisting of eight 2nd level duergar led by a pair of 4th level duergar. In the event of an attack on the Redoubt, these duergar are to remain in place as a reserve force, ensuring that one gate remains in the hands of the defenders for counter-sallies or (if necessary) evacuation. These warriors will thus never leave the gate in order to assist fighters elsewhere in the encounter area.

6. SOUTHERN GATE: This wide expanse of wall is guarded by no less than thirty duergar - though all but six are of but the 1st level. Of the leaders, four are of the 3rd level, one is a 4th level fighter, and one is a cleric/assassin of the 5th level of ability in each class. All the normal duergar stationed here are armed with light crossbow and spear in addition to other equipment.

If this gate is besieged, the duergar will take up a defensive stance behind walls and other cover, half using their spears to push away any combatants who attempt to scale the walls while the others volley with their crossbows. In the event of an attack on a different gate, twenty of the garrison will sally within three combat rounds, aiming to hit attackers in the flank. As part of these preparations, one duergar in four will activate their psionic power of expansion, using the effective 17 Strength provided to lift specially-prepared oversized shields. These 50# contraptions are of sufficient size to provide a +4 A.C. bonus against missile fire, as well as a +4 bonus to saves against **fireballs**, **lightning bolts**, and similar spells which inflict elemental damage. The shields can protect up to four duergar each,

though the bearer of a shield cannot wield weapons while carrying it, and thus makes no attacks.

The Duergar Gate Commander (AC 2 (plate and shield), 5/5 cleric/assassin; H.P.: 28, armed with broadsword, spear and light crossbow; carries a **cleric scroll** with **curse** and **hold person**) has the following spells.

First Level: **command; cure light wounds; darkness**

Second Level: **chant; silence, 15' radius; spiritual hammer**

Third Level: **dispel magic**

7. SECRET PASSAGE: This narrow, twisting passage was secretly carved long ago by a small group of enslaved svirfneblin. They hoped to use it as an escape route from their dire captivity, but succumbed to illness and overwork before the task could be completed; less than ten feet of rock separates the far end of the passage from the open air of the outer cavern. The duergar have never discovered the passage's existence, and a party with access to powerful magic (such as **passwall** or **disintegrate**) might be able to complete the work.

8. NORTH MINE SHAFTS: The mine shafts here extend upwards and downwards for several hundred feet, opening into small chambers at irregular intervals. This was the first area worked by the duergar upon their arrival, and has long since been stripped clean of valuable ores. The area has accordingly been all but abandoned, used nowadays mostly for the cultivation of edible fungi.

If the party has managed to explore the encounter area without fighting a pitched battle against the duergar, there is a non-cumulative 20% chance per hour spent within these shafts that they meet a group of 1-4 duergar of the 1st level of ability, on patrol and harvesting duty. If the characters are known to be loose within the Redoubt, however, this location will be absent of duergar, with those assigned here called to defend more vital areas of the complex.

9. MAIN BARRACKS: Each of these two long, low buildings (240' long, 50' wide) is simply and similarly constructed - a 10' wide central hallway, with doors opening on either side into 20' square bunkrooms or 10' by 20' officers' quarters. Each of the bunkrooms has beds, chests for personal belongings, etc. for eight common duergar. 2-4 off-duty or sleeping dark dwarves will be present in each of these rooms at all times under normal circumstances. The smaller quarters are each shared by two duergar of the 3rd level of ability, and there is a base 50% chance that any room will be inhabited by one of them, sleeping or preparing for sleep, when the party arrives.

10. COMMON AREA: This large, mostly open area is used for battle training, clan assemblies and general socialization, though it is as often empty as inhabited. Under normal circumstances, 0-2 (roll a d3 and subtract 1 from the total) groups, each of 1d4+1 duergar of the 1st level, will be off-duty and present in this place. In the event of hostilities, all duergar normally within the barracks locations, the smithy, and the mines will be mobilized here, then marched forth as a unit to combat intruders.

11. SMITHYWORKS: This sizeable complex is used by the duergar to smelt raw ore into bars of finished metal for storage, transport and trade, as well as forging weapons, tools, and similar items. Several dozen bars have been stockpiled here, and each has a value of either 5-30 g.p. (75% likelihood), 50-100 g.p. (20% likelihood) or 100-400 g.p. (5% likelihood). Note that random rolling for value should only be used if the adventurers randomly grab a few bars as carried loot to depart with; the total value

of the ingots is 5,000 g.p.. Each bar weighs some forty pounds.

The chief smith here is a female duergar of unusual size (almost 5' tall) and strength (18/51), possibly due to orcish ancestry, who melees as a 5th-level fighter. Her assistant and consort often aids in the production and enchanting of weapons and other profane items. He possesses the 4th level of ability as both an assassin and cleric. Another 2d4 duergar of the 2nd level, and 1d10 common duergar, are also here to provide aid and to perform simple tasks.

Duergar Smith (AC 2 (plate and shield); H.P.: 39; armed with **hammer +1** and short sword)

Smith's Assistant (AC 0 (plate, **shield +2**); H.P.: 21; armed with hammer, broadsword and twelve thrown darts)

First Level: **cause fear; command; cure light wounds**

Second Level: **hold person; resist fire**

The slag pit behind the smithy is ringed at all times by no less than sixteen lit torches, each made of slow-burning fungus and angled inwards over the pit. This is for a very good reason, as an enormous black pudding (H.P.: 72) makes the bottom of the pit its lair! Though well-fed by the base metal ores thrown over the side by the duergar, the pudding will seek to escape in search of other prey if the torches are snuffed or removed, emerging 1-3 turns after such action is taken. If the adventurers remain near the smithy, they will likely be attacked immediately; otherwise, treat the black pudding as a wandering monster.

12. SOUTHERN MINE SHAFTS: These mine shafts are recent work by the duergar, and, to date, have offered only small quantities of low-quality metals, barely worth the time to dig free. As a result, they are presently worked mostly by slaves, under the supervision of a very few duergar.

Each of the four entrances to this location is guarded by two common duergar, placed here more to block escape attempts by slaves than to deter intruders. Within the shafts themselves, three parties of miners generally operate - each consisting of 6-9 slaves (equipped with mining picks, but bound in chains that reduce base movement to 3") and two common duergar serving as guards. In the event of an attack, the southern mine shafts are evacuated, with all slaves being returned to their pen (location 17).

Because the mines here produce so little of value to the duergar, they will be less inclined to pursue adventurers into their depths if a battle breaks out and the party chooses to retreat to this location. Indeed, it is likely that the duergar will simply fortify the entrance and seek to starve their enemies out, light smoky bonfires in an attempt to suffocate the adventurers, or even collapse the mine entrance with the characters trapped inside! Dungeon Masters should remember that any such plot will likely take time and effort to be brought to fruition, allowing characters ample time to respond and escape. However, the duergar have not maintained this stronghold within the underworld without the ability to deal ruthlessly with threats.

13. LIVESTOCK PEN: This fenced location contains twenty good-sized subterranean lizards (5' long from nose to tail) kept by the duergar as livestock and very infrequent pack labor. Each has between 3-10 hit points, Armor Class 7, and no means of attack. If threatened, they will cower and attempt to flee.

14. TAVERN: The duergar use this location as a tavern, brewing and consuming fungal liquors, trading lies and stories, and sometimes brawling against one another. Accordingly, the

majority of the interior is a single, common room, strewn with tables, stools, and benches poorly constructed from a mix of dried fungus and stone. A cellar behind the bar is used to hold kegs of liquor and other supplies. The entirety of the place is dark and fairly cheerless, used more for escape from care than for merriment.

At any given time, the tavern will have many patrons present - 2d12 common duergar, 3d4 duergar of the 2nd level of ability, a 50% chance of 1-3 3rd level duergar, and likewise a 50% chance of 1-3 4th level duergar. There is also a 75% chance that a duergar swashbuckler is present.

Duergar Swashbuckler (AC 2 (plate and shield); HD 5; H.P.: 33; armed with hammer and short sword; carries a potion of invulnerability.)

15. CHAPEL OF DARKNESS: This location is the center of the duergar's dark faith, and may be dedicated to any evil deity already presented in the campaign setting, with the exception of Lolth or the Elder Elemental God, or to a new power of the Dungeon Master's own creation. Though the duergar are generally quite pragmatic and self-reliant in most matters, they do see the value in placating those profane powers which rule over the Underdark, and in achieving malefic aid to defend what they claim as theirs.

The chief priest of the duergar, a cleric/assassin of the 8th level of ability in each class, will be found here at all times, barely sleeping and ceaselessly invoking the blessing of his dark masters. He will generally be accompanied by his assistant (a 6th level assassin and 5th level cleric), as well as 2d4 duergar of the 2nd level of ability and 1d3 each of the 3rd and 4th levels. Though the lesser duergar are generally more fearful of the work occurring in this place than loyal, they will still fight to defend it against any intruders. If **detect evil** is used, the entirety of the chapel resonates strongly of malice and death.

Chief Priest (AC 2 (**bracers of defense AC5**, shield, dexterity bonus); H.P.: 36; armed with shortsword and whip, receives a +1 saving throw bonus against all magical attacks due to high Wisdom) wears a **ring of delusion** (believed to be a ring of fire resistance).

First Level: **command; cure light wounds (x2); protection from good; sanctuary**

Second Level: **augury; hold person; silence, 15' radius; spiritual hammer**

Third Level: **cause blindness; dispel magic; prayer**

Fourth Level: **cure serious wounds; sticks to snakes**

Assistant Priest (AC 1 (plate mail, shield, dexterity bonus); H.P.: 26; armed with shortsword and 6 daggers (which he will throw if given the chance)) wears a **brooch of shielding** (34 H.P. worth of absorption capacity remaining).

First Level: **command; cure light wounds (x2); darkness**

Second Level: **chant; hold person; silence, 15' radius**

Third Level: **bestow curse**

16. SLAVE PENS: This location is surrounded by high, strong fences, too high to climb over and too sturdy to easily break through by hand. The interior is filthy, ill-kept and cheerless - a place to be avoided at all costs, even by the standards of the duergar.

The pens are generally guarded by only four common duergar, who are equipped with whips and light crossbows, in addition to their other weaponry. Within the pens are 5-10 slaves,

ill-treated and malnourished, who spend most of their time in this place attempting to catch what little rest they can. If an invasion of the Redoubt has taken place, the number of slaves present increases to 30 (with others being transported from location 12) and the guard doubled to a total of eight common duergar.

The slaves of the duergar are, to a man, ill, dispirited, and beaten, both in mind and body. Months or (in a few unfortunate cases) years of abuse have driven all the hope from their sorry lives. They will not even attempt to free themselves unless their guards are defeated before their eyes and direct action taken to liberate them from captivity. Even if this occurs, less than one slave in three will be willing to take up weapons against their oppressors; the rest will simply attempt to flee the Redoubt by the fastest and safest road, in hopes of someday returning to their homelands.

17. HAUNTED BARRACKS: This building has not been used by the duergar for any purpose for more than a decade now. Its last residents were a savant of the wicked derro race, distant cousins of the duergar, and his entourage. However, the treaty that the derro had come to negotiate went sour, and the savant took his revenge by placing several magical traps and twisted pranks in this building before his departure.

Several dangers thus await the unwary. To begin with, up to three interior doorways (to be selected by the Dungeon Master) have been trapped with **explosive runes**, and will damage any who attempt to open the door in question. Two rooms have been affected by a **permanent illusion** which will make it appear as if 1d6+6 dwarf-sized skeletons are attacking any who enter; clerical Turn Undead will, of course, have no effect as this phantasm is not actually real! One room holds a flesh golem (40 H.P.) that will attempt to kill any being it encounters, pursuing them into the hallway and other rooms, though it will not leave the barracks. Finally, one room holds a **brazier of sleep smoke** that may be triggered by the unwary, and a **figurine of wondrous power** (chalcedon wolf), whose nature is detailed below.

18. HIGH BARRACKS: This large, two-story structure is home to the elite among the duergar, and will serve as the linchpin of their defenses if the gates are breached and invaders threaten the Redoubt. Any duergar forces that fail a morale check elsewhere in the area will attempt to retreat to this location if at all possible, and, if successful, will most likely rally and return to the fray within 1-3 turns. Such a situation will most likely continue until the duergar Lord is defeated, the enemies of the duergar retreat, or the entirety of the duergar clan is beaten in battle.

As a result of the importance of this location and the personages resident within, some special magical protections have been obtained. First, all surfaces within this building, as well as the stone of the cavern floor within and for 30' around in all directions, are immune to all forms of magic that might otherwise damage, transmute or reshape them (including **disintegrate**, **stone shape**, **transmute rock to mud**, and similar). Second, all doors within this building are enchanted with a special **wizard lock** that can be bypassed by any duergar (and has a 50% chance of being bypassed by other beings of dwarven heritage, such as surface dwarves), but otherwise cannot be opened normally by any being, including high-level magic-users! Third, and finally, magical spell effects that would normally be reflected by stone walls, most notably **lightning bolts**, are instead absorbed harmlessly when they intersect the building; the area of effect of a **fireball** is likewise absorbed without harm, rather than reshaping itself to fill its complete area of effect.

The lower floor of these barracks are much like the main barracks to the northwest - a total of ten 20' square chambers serving as quarters for six duergar of the 2nd level of ability

each (each with 1-2 inhabitants under normal conditions) and eight 10' by 20' rooms acting as quarters for two duergar Heroes apiece (each of which has a 50% chance to be occupied by a single duergar). In the rear of the building is a staircase leading to the upper floor of the barracks, which contains officers' quarters - eight rooms, each 20' square and serving as chambers for a single elite duergar fighter (choose two at random to be occupied, one by a Duergar Swashbuckler and one by a Myrmidon, as noted below) and a 20' by 40' suite that is home to the Lord of this domain. He will always be present in his quarters, unless defeated by the adventurers in open combat on the field of battle, and if his death is accomplished, all duergar within the Redoubt will suffer a -4 penalty to morale checks and, if failing, will attempt to abandon the Redoubt for good.

Duergar Swashbuckler (AC 2 (plate and shield); HD 5; H.P.: 31; armed with hammer and **short sword +1**)

Duergar Myrmidon (AC 2 (plate and shield); HD 6; H.P.: 40; armed with hammer and short sword) possesses a single packet of **dust of sneezing and choking**

Duergar Lord (AC -1 (**plate mail +2**, shield); HD 9; H.P.: 67; armed with hammer, morning star, and light crossbow) wears a **ring of shooting stars** and holds a **flask of curses**

The 30' by 50' chamber behind the lord's chambers is the treasure vault of the duergar, and can be entered either through the main door or through a secret entrance from the lord's room. The main entrance is locked and trapped, however (with a poisoned Type F needle), and entry into the chamber by any non-dwarf will result in the trigger of a **shadow magic** spell summoning a pair of will-o-wisps (each of only H.P. 12, thanks to the nature of the magic, but still quite dangerous) who will attack any being within the treasury until destroyed. The treasury itself holds the following items of value - 6,000 silver pieces; 1,500 gold pieces; twelve garnets, each with a value of 200 g.p.; a suit of **scale mail +3**; and a **broom of flying**.

19. WEST (MAIN) MINE SHAFTS: These are the largest set of mine shafts, worked at all hours by the duergar to bring forth iron, silver, copper, gemstones, and many other types of metal besides. Some of it is carefully traded to other denizens of the underworld in return for needed prizes, but most is kept and stored, or worked into weapons and other items of pleasure to the grim hearts of the duergar.

Though extensive in both their breadth and depth, the mine shafts are well maintained and in good repair. Indeed, many humans and halflings might even travel through them with little fear of the masses of stone overhead, and a surface dwarf might even find them cheery. At any time, as many as 4d8 duergar of the 1st level of ability and 4d10 duergar of the 2nd level are working these mines, overseen by 1d6 duergar of the 3rd level, an equal number of 4th level duergar, and also two swashbucklers, a myrmidon and a cleric/assassin.

Catching any of these workers unawares and separated from his fellows will require extreme cunning and stealth, however, for at the first sign of battle or intrusion anywhere in the Redoubt alarms will be sounded, resulting in all present assembling as a single relief force within the space of but one turn. The assembled duergar will then march forth, challenging any who would dare contest their control of their stronghold.

Duergar Swashbucklers (2) (AC 2 (plate and shield); HD 5; H.P.: 37, 36; armed with hammer, short sword and pick)
 Duergar Myrmidon (AC 2 (plate and shield); HD 6; H.P.: 39; armed with hammer and short sword) carries a **potion of extra-healing**
 Duergar Cleric/Assassin (AC 2 (plate and shield); HD 3/3; H.P.: 20; armed with short sword and light crossbow)

First Level: cure light wounds; protection from good

Second Level: chant

SO ENDS THE RECOUNTING OF THE DANGERS OF THE DUERGAR REDOUBT, THOUGH OTHER PERILS UNDOUBTEDLY AWAIT WITHIN THE DEPTHS OF THE EARTH

New Magic Items

Chalcedon Wolf

This **figurine of wondrous power** can change into the form of a dire wolf on command, once per day for a duration of up to 2 hours. It will fight, guard a location, or follow tracks by scent as its owner commands. The malice of the derro savant who last owned this object (fortunately, only partially successful in its aim) has created one exception to this, however - if summoned when in the presence of any being of dwarven blood, there is an unmodifiable 5% chance that the wolf will ignore all orders given, instead attacking any dwarves present until either it or its prey are dead. If the latter happens, the wolf immediately returns to figurine form. If the wolf is killed in battle, all powers of the figurine are lost forever.



ENCOUNTER AREA C/19

The Duergar Guardpost by SoulCatcher78

The tunnel ahead opens up into a small cavern whose sides have been at least partially shored with, most likely, hardened fungus stalks. The air in this part of the tunnels is noticeably drier than it has been recently and stalagmites and other drip-stone features are absent in the cavern ahead.

The Duergar of Clan Greyhammer maintain this guardpost and station a single Veteran in each tunnel passages to alert them of intruders. The Veterans each roam at the furthest extreme of the map, and, with their superior infravision, they can spot warm-blooded creatures from 120' away. Well trained, they also listen carefully and will likely hear from even further away those intruders who do not muffle the noise of their passage. They lack magical detection abilities though, so those intruders who somehow mask their presence may be able to catch the forward observer off guard and give themselves an edge in this encounter.

The Duergar ambush consists of a hand-triggered rockfall followed by a volley of heavy crossbow bolts discharged from concealment. The rockfall, designed to disable any mounted intruders or any flying/levitating creatures, does 3d6 H.P. damage and all those in the area of effect must save vs. paralysis to remain standing. Nets hold stones, ranging from pea-gravel sized to large boulders, against each wall and along the ceiling. Combatants who are knocked down spend the remainder of the round, or the next round if surprised, getting back to their feet. The Duergar are hiding under canvas covers, receiving 90% concealment, on the far side of their next line of defense, the spike traps, and discharge their volley from there. The Duergar Battle Leader will use the ensuing chaos to cast silence 15' radius against any obvious spell casters followed by hold person and darkness against the fighters.

The Duergar have cunningly prepared their positions and will try to lead their opponents into the traps. The first line of defense is a shallow trench (1 foot deep by 2 feet wide) that contains sharpened metal spikes. Anyone who charges into or through this trench suffers 1d6 H.P. damage each round they remain in the trench. The last line of defense, which the

Duergar reach if they are forced to fall back after 2 rounds of combat, is a pair of pit traps. The floors of these ten foot wide, ten foot deep, pits are studded with metal spikes. Anyone falling into the pit suffers 1d6 H.P. falling damage and an additional 2d6 H.P. damage from the metal spikes. The pits are covered and locked so that the Duergar may safely cross them, but may be activated with the pull of a cord. Once the cord removes the locking pins, they open if a twenty pound weight is placed on them.

The Duergar will retreat if they determine their opponents overmatch them, hoping to return with reinforcements from their clan, located in hex B30-31. Duergar guards will inform the other Duergar of their assailants, and the party should be hard pressed to get any future support from the Duergar. The Duergar have full access to their psionic abilities (expansion, invisibility, molecular agitation, and reduction) and use them to their full extent.

Duergar Skirmisher Statistics:

1 Duergar Battle Leader (AC 2 (plate and shield), 5/5 Cleric/Assassin; H.P.: 28) armed with broadsword, spear and light crossbow; carries a cleric scroll with curse and hold person at 7th level. The Battle Leader has the following spells:

First Level:	cause fear; cure light wounds; darkness
Second Level:	resist fire; silence, 15' radius; hold person
Third Level:	dispel magic

1 Duergar Hero (AC 2 (plate and shield); 4th-level Fighter; H.P.: 23) armed with hammer, heavy crossbow and short sword.

2 Duergar Swordsmen (AC 2 (plate and shield); 3rd-level Fighter; H.P.: 18) armed with hammer and short sword.

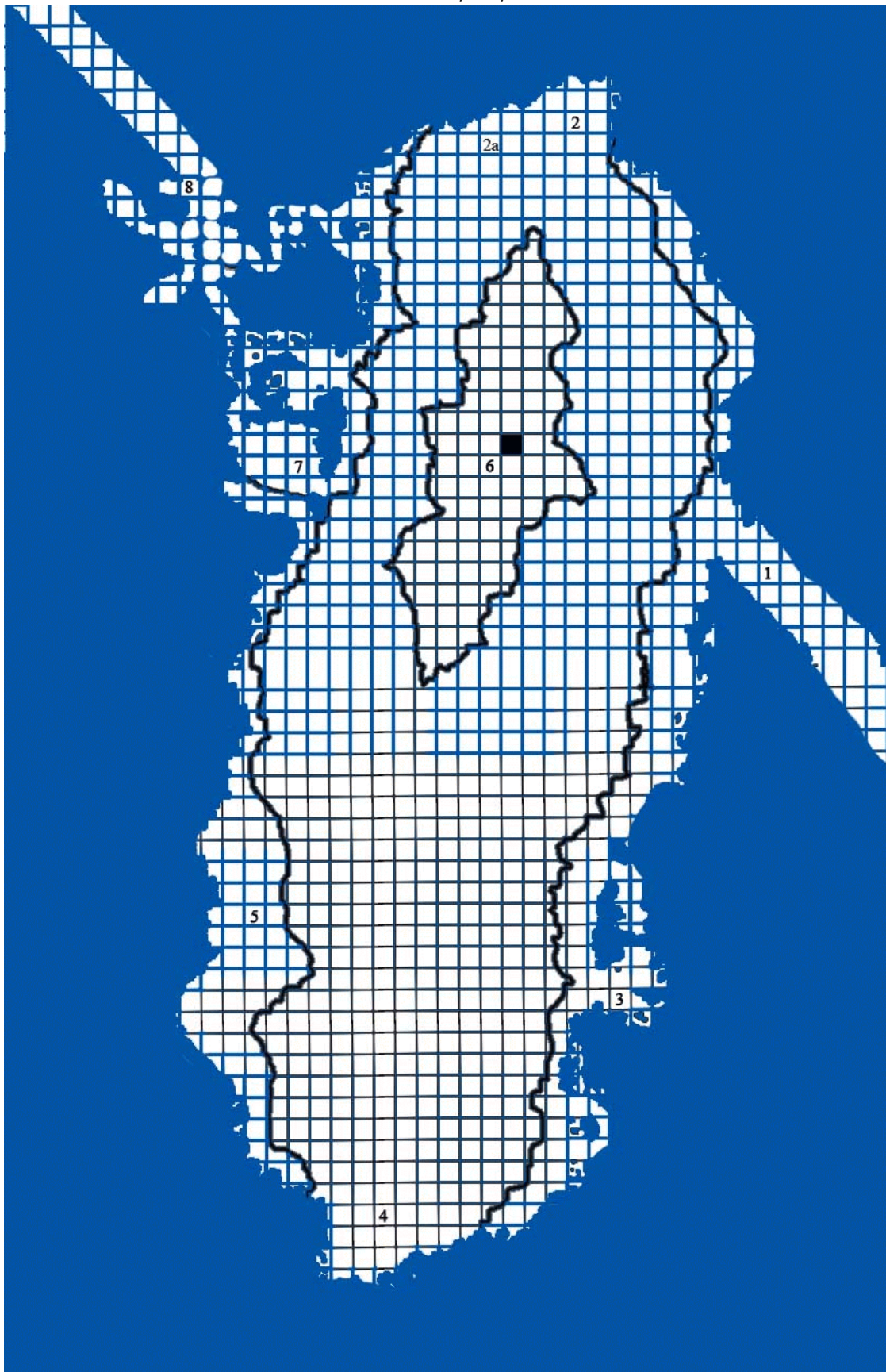
4 Duergar Warriors (AC 4 (chain and shield); 2nd-level Fighter; H.P.: 12) armed with pick and heavy crossbow.

20 Duergar Veterans, 'common' Duergar (AC 4 (chain and shield); 1st-level Fighter; H.P.: 7) armed with hammer, spear, and heavy crossbow.

Each of the Duergar warriors carry 8 copper pieces, 4 silver pieces, and 2 gold pieces. The battle leader carries 8 copper pieces, 4 silver pieces, 12 gold pieces, and 2 platinum pieces. The side caverns contain their supplies and sleeping gear (all good quality equipment for those dwarf-sized or smaller), a map case (with several pieces of parchment, ink, and quills), and a map showing the current location, the most direct route to their home in ENCOUNTER AREA B/30-31, the ENCOUNTER AREA B/9, and the Drow outpost at ENCOUNTER AREA D/3.

The Duergar have three captives: a badly beaten and abused pair of orcs, who they use as pack beasts and a recently captured Dwarf. Biragould, the dwarf, is 5/5 Fighter/Thief (H.P. 42 (16 CON), alignment CG) who has escaped the doom of ENCOUNTER AREA B/9. He speaks for the orcs as well, referring to them as "Ed and Eddie." The orcs will flee at the first opportunity, fearing further ill-treatment at the hands of the party.

ENCOUNTER AREA E/15-F/16: MAP A



ENCOUNTER AREA E/15-F/16

The Moaning Chams by SoulCatcher78

The tunnel ahead appears to lead into a cavern, one of many seen before, but as the party approaches it, a feeling of general unease settles on them. Shadows move and shift at the edges of sight, but

nothing is present when focused on. The plaintive moan of wind blowing through rocks fills the air, its tempo rising and falling like some great beast drawing breath, but, most unsettlingly, the air is as still as a tomb.

Environment

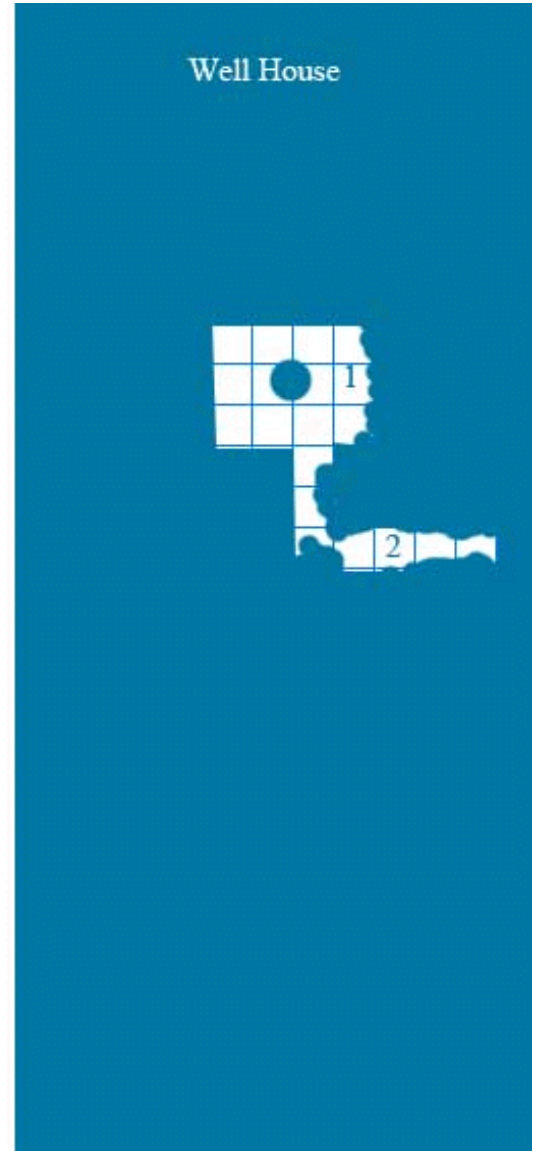
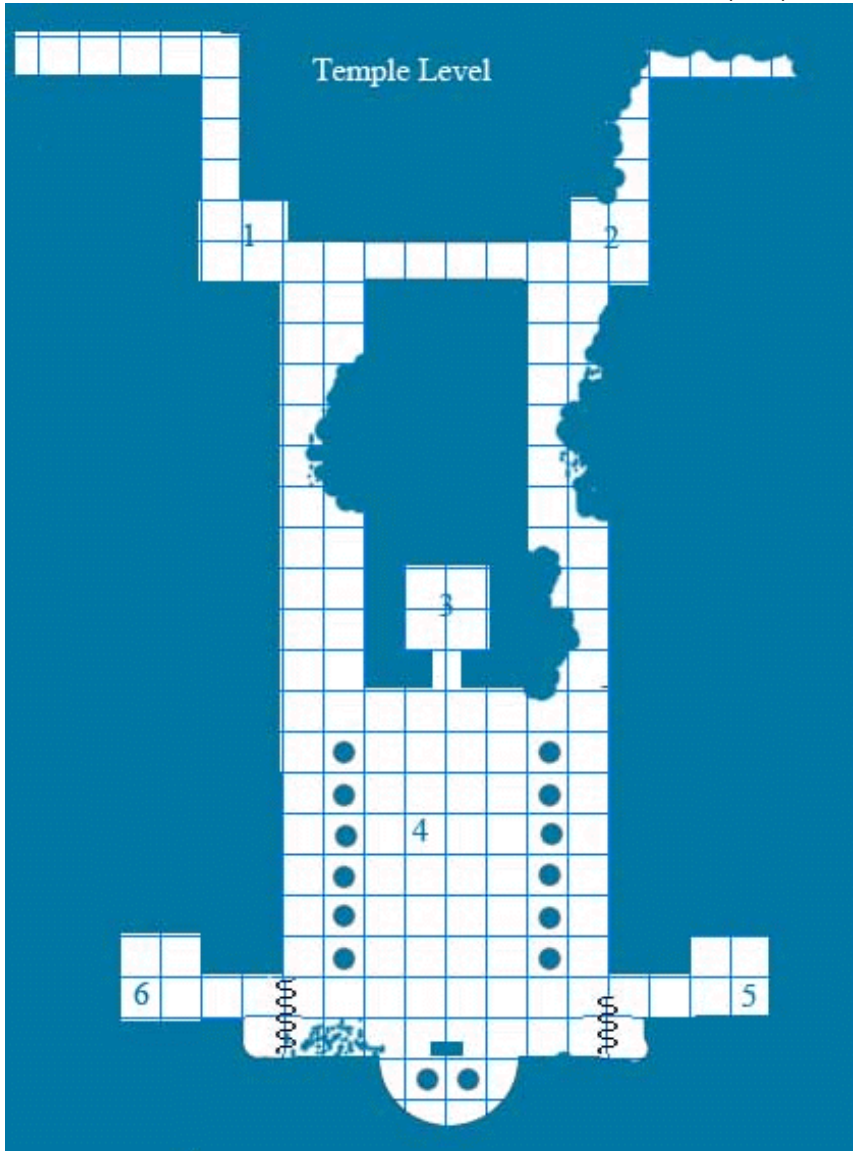
The chasm stretches the length of the cavern. At one time a stone archway bridge connected both sides of the chasm to an "island" in its middle. The stone bridge has been long broken, and the rubble lies far below at the bottom of the chasm. The cavern is a "wet" cave: the sounds of dripping water echo across the cavern, and stalagmites and stalactites are common throughout. Surprisingly, small wildlife (bats, rats, other vermin) are not active in the cavern, though the smell of rotting meat wafts up from the chasm. The ceiling varies in height from 20 feet at the entrances to 100 feet at the center. The chasm appears bottomless, but is anywhere from 50 feet, at its shallowest point, to 150 feet, a crevasse in the northern corner where the Cloakers dispose of carcasses, deep.

1. LURKER ABOVE: A Lurker Above (H.P.: 67) hides here, ready to attack anything that will give it a good meal. As the party approaches either entrance, the Lurker Above will attack them. The dumb beast is hungry and unable to get through the cavern because of the presence of the Piercers. It has already clashed with them, and a large scar is visible on the creatures' topside. The Lurker Above has no treasure.
2. CLOAKER GROUP A: Cloakers (5) (AC 3 (1 tail); HD 6; H.P.: 25, 32x2, 35, 43) One of two groups of Cloakers in the chasm; the Cloaker groups do not normally act together. Only if in severe danger will they come to each other's aid. All Cloakers produce a constant, low-level, moaning noise that fills the cavern. This sonic attack causes everyone in the cavern for more than an hour to feel lethargic. After two hours of being in the cavern, they will become confused. After four hours of being in the cavern, they will be mentally numbed and under the influence of the Cloakers. The Cloakers are aware of the Piercers, but tend to leave them alone, treating them as guards for the most part. The Cloakers' perception is that the Piercers keep vermin out of the cavern. The Cloakers do not rush to attack, but instead prefer to wait and try to catch a being either climbing the walls of the chasm or attempting to fly some distance.

Group A inhabits the northern end of the cavern, and their cache of treasure includes: 250 copper pieces, 150 silver pieces, 2 **potions of extra healing**, a suit of +2 Drow Chain mail, a +2 Drow mace, a +2 Drow Buckler, and a brooch bearing House Noquars' emblem, a bronze Nightmares' head.
- 2a. DISPOSAL CREVASSE: This crevasse is 150 deep.
3. MIMIC: At the bottom of the chasm is a mimic (H.P.: 52) that has disguised itself as a chest with a broken latch down. Next to it is a half-eaten Drow corpse. His belt pouch is intact, along with a **dagger +1** and a satchel containing 5 darts and 5 applications of sleep poison for his broken hand crossbow. His belt pouch contains 2 small gems (50 g.p. each) and 12 platinum pieces. If the Mimic is cut open, its stomach holds a **ring of fire resistance**, 23 copper pieces, 12 gold pieces, and a small ruby worth 25 g.p.
4. CLOAKER GROUP B: Cloakers (5) (AC 3 (1 tail); HD 6; H.P.: 25, 32x2, 35, 43) The other of the two groups of Cloakers in the chasm. This group inhabits the southern corner of the cavern and their cache of treasure includes: 60 copper pieces, 80 silver pieces, a **potion of speed**, a +2 (Drow) Short Sword, a +2 (Drow) Dagger, and a **scroll with passwall (x2)** written at the 10th level.
5. SLIPPERY SLOPE: The walls and floor of this section of the chasm are slick and wet. Anyone attempting to climb the chasm incurs a climb walls penalty of -50%, which can be avoided by using a rope to lower or raise people in the chasm. Water

slowly drips from the ceiling onto the ledge.

6. FOUNTAIN: The "island" in the chasm contains a unique feature, a fountain. The fountain is large and ornate in design. Many years of abuse and neglect have damaged the fine sculpture, so that it appears as little more than a raised basin with a spout in the center. The rubble around the fountain conceals a cramped tunnel (3' wide x 4' tall) that leads under the fountain itself.
7. TROLL SLAVES: These Trolls (6) (H.P.: 30, 34, 38, 42, 45, 48) wandered into the chasm area quite a while ago. They are kept by the Cloakers in case of either a food shortage, since the trolls regenerate, or invasion. If additional help is needed against invaders, the embattled Cloakers will summon these trolls, who will move at maximum speed to the battle.
8. PIERCER CLUSTER: Piercers (10) (H.P.: 12 each) are randomly scattered throughout the cavern, mixed in with the stalactites. The piercers are extremely difficult to spot. There is a cumulative 20% chance per turn spent in the cavern that a Piercer will attack the party.



Temple of the Wailing God

If the party searches the rubble surround the fountain, they are able to find a small tunnel leading down beneath the fountain. This tunnel leads to a well house that feeds the fountain from a **decanter of endless water** and allows entrance to the forgotten Temple of the Wailing God below. Run off from the broken fountain drains down the sides of the island in the center of the chasm.

Well House

1. The tunnel leads into a partially collapsed, 40x30 chamber that has a single exit on the south wall. Both the partially collapsed wall and the exit on the southern wall look unsafe. A stone pedestal stands in the center of the room; embedded in it is a crystal decanter. A stone pipe and stopper are inserted into the decanter's mouth.

The crystal decanter is a **decanter of endless water**. If the party has stone mason tools and labors for 4 hours (or 8 hours without such tools), the decanter can be salvaged. There is a 50% chance of breaking the decanter if stone mason tools are not used. A careful search of the area around the pedestal will reveal a few sets of small footprints in the dust and dirt. These footsteps lead to and from the partially collapsed exit in the south wall.

2. This partially collapsed tunnel appears dangerous at first glance, but a trained stonemason can tell that it is sound. The damage is mostly cosmetic and, while the tunnel is cramped, it poses little to no danger of collapse.

Forgotten Temple

1. FOYER/GUARD ROOM: Broken fragments of pottery are scattered throughout the hall that leads to this chamber. Anyone passing through the tunnel makes much noise, even if attempting to move silently (-35% penalty), unless magic is used.
2. COLLAPSED FOYER/GUARDROOM: Broken fragments of pottery are scattered throughout the hall that leads to this chamber. Anyone passing through the tunnel makes much noise, even if attempting to move silently (-35% penalty), unless magic is used. Additionally, rubble chokes both the room and the corridor forcing anyone passing through this area to move at half speed.
3. STORAGE/TREASURE ROOM: A secret panel, now destroyed, once blocked off this room from the rest of the temple. Presumably once used to store relics, now it holds the debris of what was once several chests. They have been broken open, and their contents either removed or scattered. Under the debris are 23 gold pieces, 12 platinum pieces, and 3 small gems, each worth 25 GP.

4. TEMPLE OF THE WAILING GOD: A constant hum, possibly what attracts the Cloakers to the cavern, emanates from this room. The walls and floor of the room are made of black marble shot with veins of silver. Pillars, made of the same stone, line both sides of the temple. The alcove on the south wall holds two pillars covered in runes and a large, 10' by 5' altar, blackened with some unknown material.

Close inspection of the altar reveals that, underneath the blackening, runes are inlaid along its sides and top. The runes on the altar and the pillars are both inlaid with the same metal, mithral. The runes are in an ancient, archaic script, but flows in characters that almost appear elvish. If read by magical means, the runes describe the temple as dedicated to the Wailing God. If the runes, or the altar, are tampered with, a pair of Chasme (H.P.: 44, 50) are summoned to defend the temple. Their arrival is announced by a banshee-like wailing sound that comes from the altar. All who hear the wail must save vs. spells (fear) at -2 or flee in panic for 2-8 rounds. Once the demons are defeated, the metal may be pried from the altar. The mithral is worth 300 g.p., but weighs only approximately 150 coins, if sold at a market where it can be appreciated, such as one frequented by dwarves, gnomes, drow, or the like.

5. PRIESTS' QUARTERS: A tattered tapestry, blackened beyond repair, covers the entrance into what was once the priests' living quarters. A green slime (H.P. 11) has moved into this area, and has consumed all the fixtures of the room. The slime will fall onto the first character who enters the room.
6. PRIESTS' QUARTERS: A tattered tapestry, blackened beyond repair, covers the entrance into what was once the priests' living quarters. The remains of several beds and tables litter the floor, but they have not aged well. The fixtures are little more than firewood at this point. A careful search will reveal a hollow table leg that holds a **scroll of heal, raise dead, and flame strike** written at the 13th level.

ENCOUNTER AREA F/35

Pool of the Fallen Star by jmidd

As the party approaches this area, the passage way slopes slightly (not noticeably even to non-dwarves) upward. The soft limestone of the Underdark gives way to harder granite, and water trickles underfoot. Stalactites and stalagmites grow smaller, and the air moves faintly toward the encounter area. The final 10-12' of the passage is obsidian - black, smooth, and slippery underfoot.

1. THE OBSIDIAN POOL

Centuries past a falling meteor burned through the earth above, searing solid rock until it finally lodged, spent, deep in the world's crust. Precipitation from the world above have filled the scar with water to a depth of 120', and water constantly drips and slides down the walls into the 30' wide pool. The overflow runs out the entry passage and away into the Svartjet via an impassable crack to the north. The water is fresh and potable, but no fish live in the pool.

The shaft leads upwards at an angle of 70 degrees for miles. It is arrow-straight, and the glossy obsidian walls are too smooth, moist, and slick to be climbed by any but the most puissant thief (chance of falling are increased tenfold- refer to the DMG on climbing at p. 19). The shaft exits high above the snowline in the Helfurnace mountains. It might be possible for a **fly** or **levitation** spell to facilitate exit from the Underdark if the DM allows.

By day (in the surface world above) only a faint golden light glows down the shaft - but this is enough to deter most sentient denizens of the Underdark from using the pool. In addition, for 3-6 rounds per day, the sun shines directly down the shaft to bathe the cavern in full daylight. Even then, the water, while clear, remains impenetrable: the bottom cannot clearly be seen, although that a bottom exists at some depth can be ascertained (50% chance).

However, the magic of the pool becomes apparent if the pool is bathed in by direct moonlight (again occurring 3-6 rounds per day). In this case, the pool acts a magical pool (as per the DMG p.172) and randomly adds or decreases to one ability score. These effects are dependent on the waxing and waning of the moon, so that a 1-3 point gain/loss occurs by full moon, 1-2 points when the moon is waxing or waning, and merely 1 point during the crescent moon. By full moonlight, the cavern is a haven of sable water and silver reflections from the ripples of the water and the obsidian walls.

It is the combination of moonlight and the fading power of the meteor that gives the pool its powers. The meteor is a rough 5' diameter chunk of unidentifiable, untarnishing silvery metal. It is buried at the lowest point of the pool under tons of rocky chunks of obsidian and granite. Somehow removing the meteor would destroy the magic of the pool, but a truly powerful item - near to an artifact - could be forged from the meteor. The metal has only escaped the attention of powerful beings due to the magical properties of the rocks of the Underdark, and removing it would doubtless attract unwanted, fell attention.

2. CAVE OF THE HERMIT

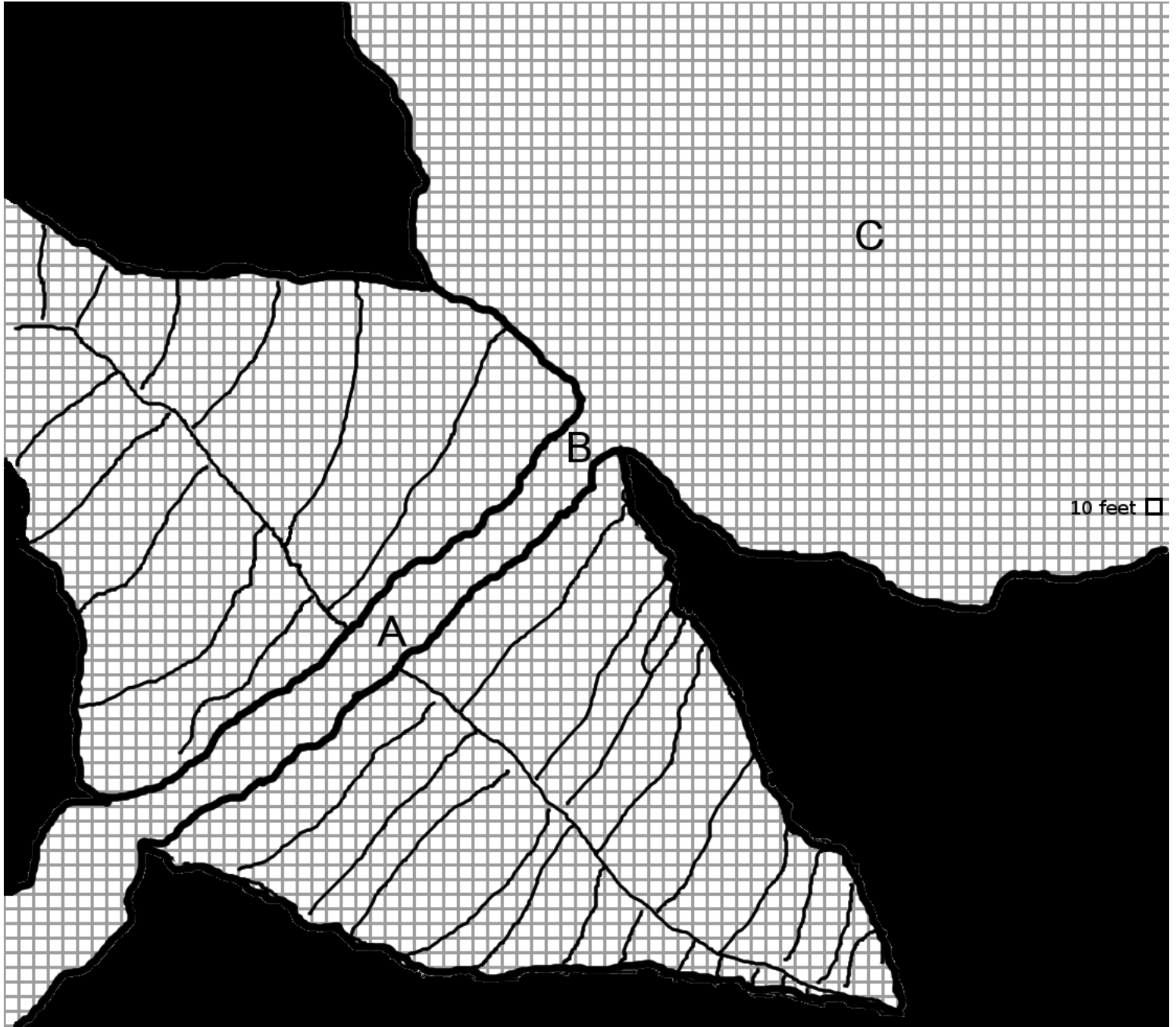
A cave has been shaped out of the obsidian and leads back into the granite here. The floor is covered in black ground-glass sand. Glowworms cover the 20' ceiling in pinpricks of light. A lone hermit named Arja currently lives here. Arja is a 17th level, female, human Hierophant Druid (S 14; I 15; W 18; D 16; C 16; Ch 17; H.P.: 107) who is meditating and training to achieve 18th level after a sojourn to the Elemental Plane of Earth. She is carrying the following spells:

Second Level	Barkskin, Charm Person, Create Water, Cure Light Wounds, Heat Metal, Goodberry, Slow Poison
Third Level	Cure Disease, Hold Animal, Neutralize Poison, Protection from Fire, Starshine, Stone Shape, Water Breathing
Fourth Level	Control Temperature, Cure Serious Wounds (x2), Hold Plant, Protection from Lightning, Dispel Magic, Speak with Plants
Fifth Level	Insect Plague, Moonbeam, Spike Stones, Commune with Nature, Transmute Rock to Mud, Wall of Fire
Sixth Level	Cure Critical Wounds, Feeblemind, Conjure Fire Elemental, Transport via Plants, Wall of Thorns, Fire Seeds
Seventh Level	Animate Rock, Confusion, Conjure Earth Elemental, Sunray (x2), Finger of Death

If a friendly encounter is managed, she will give guidance to party and mention rise of Elder Elemental God in broad terms, "i.e. something dark and old disturbing the balance." She has deduced that the pool is magical, and the likely effects of the pool. Given its uncertain nature, she has chosen not to enter to the pool when it is moonlit.

The cave (and surrounding caverns) are inhabited by countless friendly (to Arja) bats (H.P.: 1 each); as a result, the party may at first assume she is a vampire (especially as she may well be meditating in a sleeping position and is very beautiful).

First Level	Animal Friendship, Detect Magic, Detect Balance, Faerie Fire, Speak With Animals (x2)
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ENCOUNTER AREA I/18

Bugs by Iain_IF

The tunnel through the rock and stone begins to stretch vertically, the ceiling becoming increasingly higher as the party continues forward, the walls receding. Eventually, the ceiling stretches far out of sight, a full 900 feet above. Rock formations of various shapes and sizes rise up out of the floor, blocking quick and easy passage, but not impeding the way more so than any other place. Flapping and a strange snapping and grinding noise echo irregularly down from the blackness above. After 1,000 feet, this pocket in the earth is broken by a deep crevasse, extending far down into the depths. Heat and moisture rise up, swirling, out of the crevasse, wrecking infravision.

The crevasse spans the tunnel and is wider than can be seen across, but stonework bridges the crevasse. Made of a single arch of natural stone, this unnatural-looking bridge is 10 feet wide, has no railing, and appears

somewhat moistened from the rising vapors. Absent magical endeavors, it appears to be the only way across.

The crevasse is 350 feet across and a solid 600 feet deep, ending in magma. A fall into the crevasse is likely to be fatal. The tunnel here forms an odd, limited system of predator and prey. Up above are nests of Gloomwings and labyrinths of Tunnel Worms, each locked in a struggle to consume the other. The flapping sounds are the Gloomwings changing position out of sight, while the snapping and grinding sounds are the Tunnel Worms stretching and extending out of their tunnels in an attempt to seize the airborne Gloomwings.

The bridge over the crevasse is stable and allows for normal movement across it. It becomes dangerous only when a character on the bridge becomes confused from the effects of the Gloomwing's display. Then, a character runs the risk of wandering off the edge of the bridge and into the crevasse.

This tunnel and the bridge is often used by lone travelers, outcasts, and misfits, since it is rarely patrolled. Experience has shown that the Gloomwings are drawn to light, so those who have passed here before know to hide any light source and rely on other vision to avoid undue attention. Any light shown near the bridge will draw a single Gloomwing (H.P.: 26) in 1d4+1 rounds. In general, the Gloomwing will alight on a rocky outcropping at the furthest extent of vision, giving opportunity to its prey to see its confusing wing patterns, before attacking one of the travelers. Note that combat with a Gloomwing releases pheromones that have a 20% chance each round of attracting 1-4 additional Gloomwings. While only one Gloomwing will investigate the light source at a time, multiple Gloomwings may be drawn into combat.

On the far side of the bridge lies the remains of a lone traveler who fell to the Gloomwings. Several eggs were laid and two have hatched from within his corpse. Now two Tenebrous Worms (H.P.: 55, 45) are present, blocking egress from the bridge.

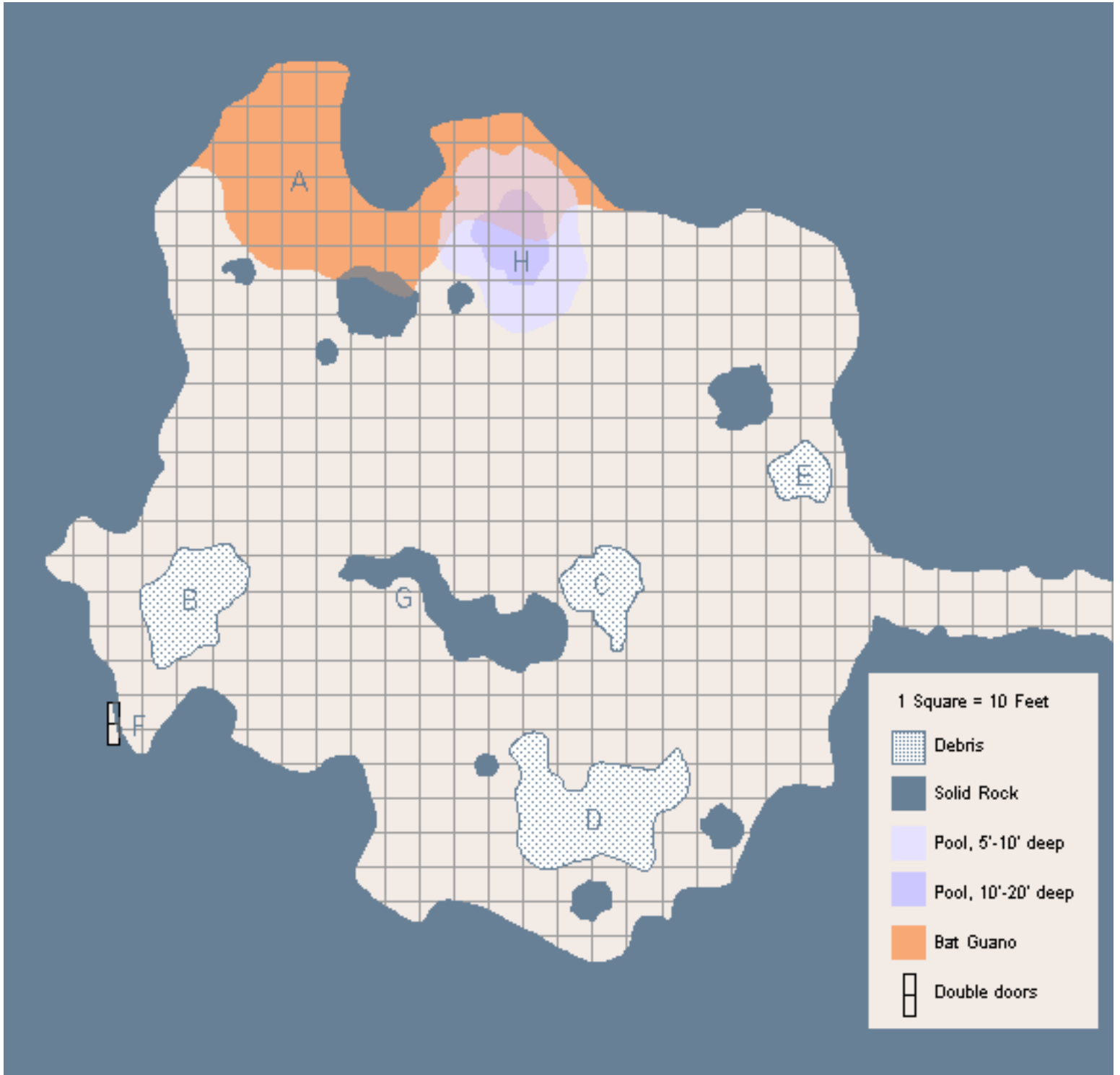
Lastly, the area above the bridge, on the right-hand side, contains the lair of a Tunnel Worm (H.P.: 48). It will attack any Gloomwing that flies by, such as one interested in the party. If frustrated in its attacks on the Gloomwing, it will happily take a character for dinner instead. If badly wounded, it will retract into its tunnel.

The corpse is of a surface dweller, probably a human. Its armor is destroyed by the hatching of the Gloomwing eggs, but its backpack contains four potions, two of healing, one of super-heroism, and one of invulnerability. Wedged into the side of the crevasse, ten feet below, is its **shield +1, +4 against missiles**, but it is unreachable from the surface. Two draw daggers, already corroding, are wedged into its belt, next to an empty scabbard. Two large rubies worth 500 g.p. and a gold necklace worth 300 g.p. sit along with 30 platinum pieces in its belt pouch.

Beyond the crevasse, the tunnel begins to widen appreciably and becomes close to 300 feet wide. The tunnel continues with these dimensions for another thousand feet, until the ceiling begins to lower and the walls come closer. In this narrowing space hop hundreds of cave crickets of varying sizes. The smallest of the crickets are barely larger than their above-ground brethren, but the largest approach the size of a horse, and pose an inadvertent threat to the party. The cave crickets are the natural prey of the Tunnel Worms and Gloomwings. The chitinous remnants of the dead crickets crunch underfoot.

The cave crickets are naturally reticent and will avoid contact with party, if not crowded. So long as the party avoids displaying light, the remaining thousand feet of tunnel can be safely traversed, and the tunnel will resume its normal size and shape through the Depths.

ENCOUNTER AREA J-K/31: MAP A



ENCOUNTER AREA J-K/31

The Repository of Lost Souls by Xiuhcoatl "Xi"

The inner sanctum (dungeon area) is designed for a high level party; for lower level groups this encounter area can end at Area F. The relationship between the drow and Atagush, the demon lord, will be elaborated later.

BACKGROUND: This cavern is characterized by several large rock formations, heaps of debris, a large pool, and a rank, fetid odor arising from the massive piles of excrement and wreckage of what was once alive and is now crawling with new life. Examination of the debris and

the surrounding area will reveal that a sizeable battle took place here. Of what little remains of the combatants, details such as race and outcome will be difficult to determine (the battle was between rival drow parties and their allies over the discovery of the mysterious golden wall at Area F; **Speak with dead** and similar spells will fail to reveal information, refer to Area F for details). However, evidence that includes blast marks, fused stone, and discolored areas indicate that the battle involved powerful magical forces.

The most notable denizens are the family of six carrion crawlers that make their home among the guano and debris piles. They are a family, but they operate independently. (Option: replace one or more carrion crawlers with a carrion shambler.)

- A. BATS, GRUBS AND CRAWLERS: Hundreds of common bats (AC 8, H.P. 1-2) roost in the crevices along the north wall and ceiling (indicated on the map by the presence of bat guano; anyone approaching the guano littered area will be assaulted by its noxious stench and must make a CON check to remain conscious). If startled, the bats will become frightened and confused, swarming mindlessly and colliding into each other and anything else in the area. As a result, torches will be snuffed out, visibility impaired (-2 attack penalty), and spell casting hindered (WIS check required). Any attempt to shoot them off will agitate them further, as will other sudden or hostile actions. If left alone, they will settle and return to their perches after 1d6+4 rounds. Two carrion crawlers and a multitude of rot grubs live amongst the guano droppings and will attack living creatures that venture too close.

Carrion Crawler (one per pile) AC: 3/7; MV: 12"; HD: 3+1; H.P.: 12, 13, 18, 14, 19, 18; #AT: 8 or 1; DAM: Special or 1-2 (paralysis); SZ: L (9' long)

Rot Grub (5-20) AC: 9; MV: 1"; HP: 1; SZ: S (½"-2" long)

- B.-E. DEBRIS PILES: These piles contain the remnants of drow slave camps and the participants of the battle that ensued between two rival drow factions. Not much of use or value can be found in them, as a pack of rust monsters that has long since moved on in search of their next meal devoured the weapons and armor left untouched by other scavengers. A thorough search will turn up a handful of muck-encrusted treasures: amethyst (100 g.p.), figurine (80 g.p.), moonstone (50 g.p.), cat's eye agate (10 g.p.), peridot (500 g.p.), topaz (500 g.p.), jewelry (1200 g.p.), jeweled vase (700 g.p.).

- F. THE PEARLY GATES: Toward the back of the cavern, part of the wall has been removed, exposing a 5' wide, 4' high, smooth surface. Light will reflect faintly off the greasy soot and grime-coated metallic surface. A humanoid skeleton has collapsed against it. If the surface is wiped clean, the pale, spidery sigils of an esoteric alphabet will be visible on the opalescent golden barrier (a massive set of double doors, 120' high x 80' wide x 10' thick). A thief attempting to read the sigils does so at a 25% penalty. The inscription reads, "Parillernia, Refuge for the Weary" (speaking the word "Parillernia" will cause the huge doors to smoothly and quietly swing open).

- G. BURIED TREASURE: An oiled sack containing a drow adamantite scimitar (+3), a **scroll of non-detection** (written at 16th level) and a 4,000 g.p. sapphire has been stashed here. A careful search will reveal that the ground has been disturbed on a roll of 1-2 on a d6.

- H. POOL: Fouled by bat excrement and by creatures that have tracked filth from the cave floor through it, the filmy liquid in this pool is toxic. Anyone drinking from the pool or exposing open wounds to its chilly contents must make a save vs. poison or contract a debilitating disease that drains one point of CON per hour.

Parillernia, The Repository of Lost Souls

The colossal, pearly gates open into an exquisite mansion, constructed from the same, unearthly fabric as the gates. The furnishings are lavish and comfortable, the atmosphere is pleasant and warm, and semi-transparent servants appear eager to wait on and pamper their guests. Beyond the foyer, a long table laden with delectable delights can be seen and soothing music wafts in with delicious aromas. Dozens of other rooms have been prepared to cater to every imaginable need and desire. On the surface, Parillernia appears to be an out of place, heavenly refuge for the weary traveler. A closer examination will reveal it to be a prison of sorts, or worse. Parillernia serves as a repository of lost souls to be used by Atagush when he is able to fully enter this world.

Those who enter through the pearly gates will find themselves unable to

leave by the same means, as the gates do not exist on the inside. The foundation and structure of Parillernia cannot be altered and any attempt to do so or to disbelieve the reality of this place will cause that person to suddenly believe that s/he has been transported inside a solid wall (save vs. petrification to avoid death on the first offense; no save on the next transgression). In the event of a failed or denied save, the affected person(s) will be frozen in place and turned to stone. Stone statues and other litter will be immediately picked up by one or more of the servants and brought upstairs to be dropped into the shaft on the top floor (Area C5a).

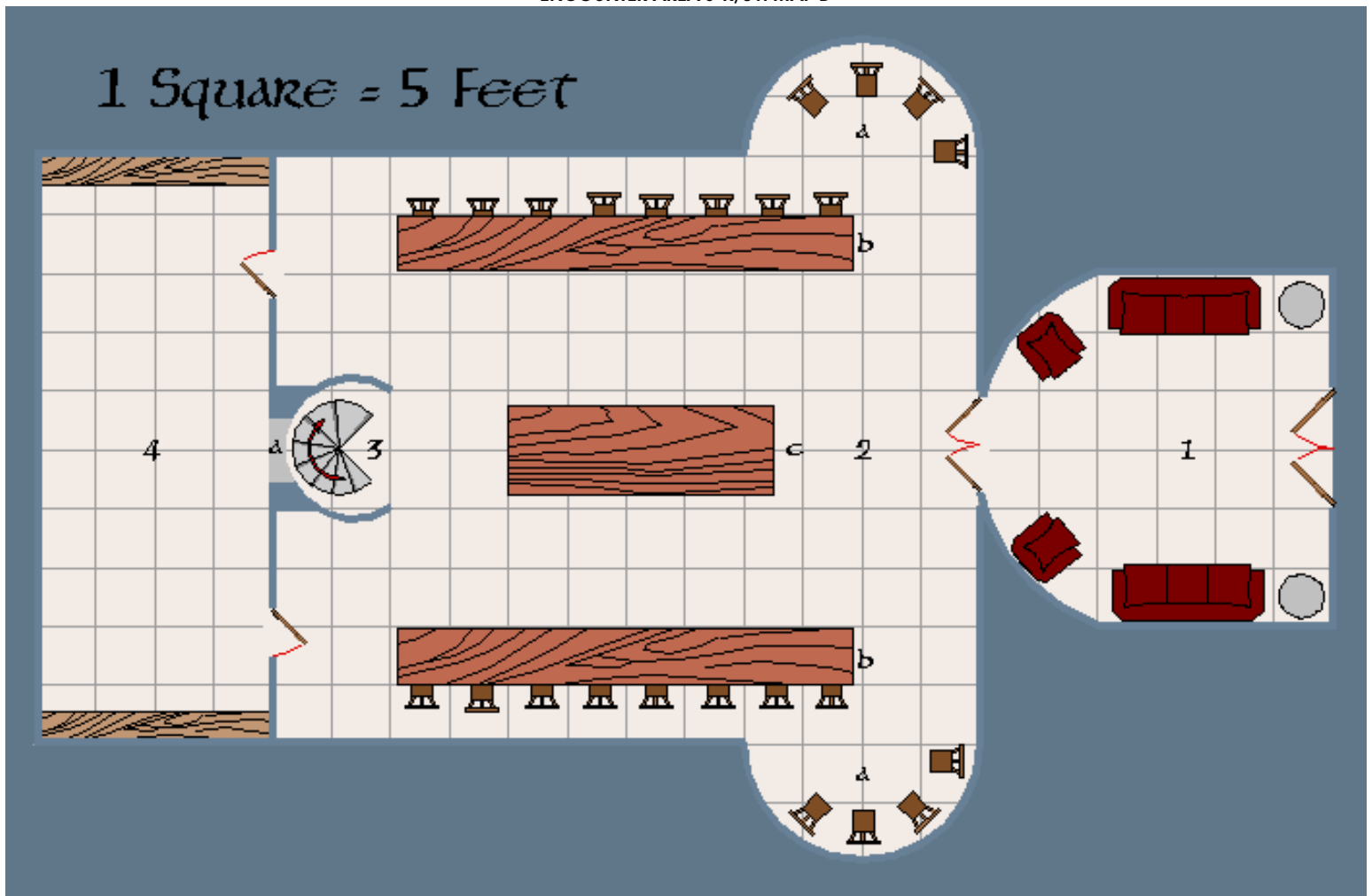
Perceptive characters might recognize the similarities of Parillernia and **Mordenkainen's Magnificent Mansion**. Like the mansion created by that spell, Parillernia is an ideal place to rest and recover spells. It is also an extra-dimensional place and the consequences of bringing or creating extra-dimensional objects inside should be handled accordingly. The consumption of Parillernia's food has a slightly different effect than the food conjured by the spell and is dependent on the consumer's alignment. Chaotic beings will gain the benefits of a **heroes' feast** at the end of one hour for the next 20 hours. All others will be affected as follows: Upon leaving they will be famished; for every fake meal consumed inside Parillernia they must spend 1 hour sitting and eating normal fare, replacing the fake meals with real ones. Failure to do so means that s/he will lose one point of strength for every hour spent within Parillernia. The strength loss is restorable upon eating and resting as noted, but this must be done within 6 hours or the loss will be permanent. As long as the time spent eating and resting starts within 6 hours of leaving Parillernia and is not interrupted by strenuous activities (nothing more taxing than a slow walk), the 6 hour time limit will be extended.

The servants are, in reality, the enslaved spirits of the fallen; they have no memories of their prior life, as that was taken from them by Atagush. Any intelligent creature possessing a life force that dies within 100 yards of Parillernia's pearly gates will either have its soul sucked into the refuge and either enslaved for an eternity of service or devoured by Atagush.

On the uppermost floor of the mansion is a hidden room. The only significant feature in that room is a dark hole, 10 feet in diameter in the middle of the floor. The hole is actually a 600' deep shaft that absorbs light as if affected by two **continual darkness** spells. This shaft leads into Atagush's unholy sanctum (Area 1 of the dungeon).

BASEMENT: All of the food here will be appetizing and nourishing, but the effects of satisfaction will fade upon leaving Parillernia. Any food removed from the mansion vanishes as if it never existed.

- shelves filled with jars of food: jams, fruits, vegetables, pickled and spiced condiments, nuts and seeds
- sacks of grains fill the shelves in this aisle
- crates containing various dry goods have been stacked against the wall
- this area is filled with barrels of ale, wine and brandy
- furniture and linen storage



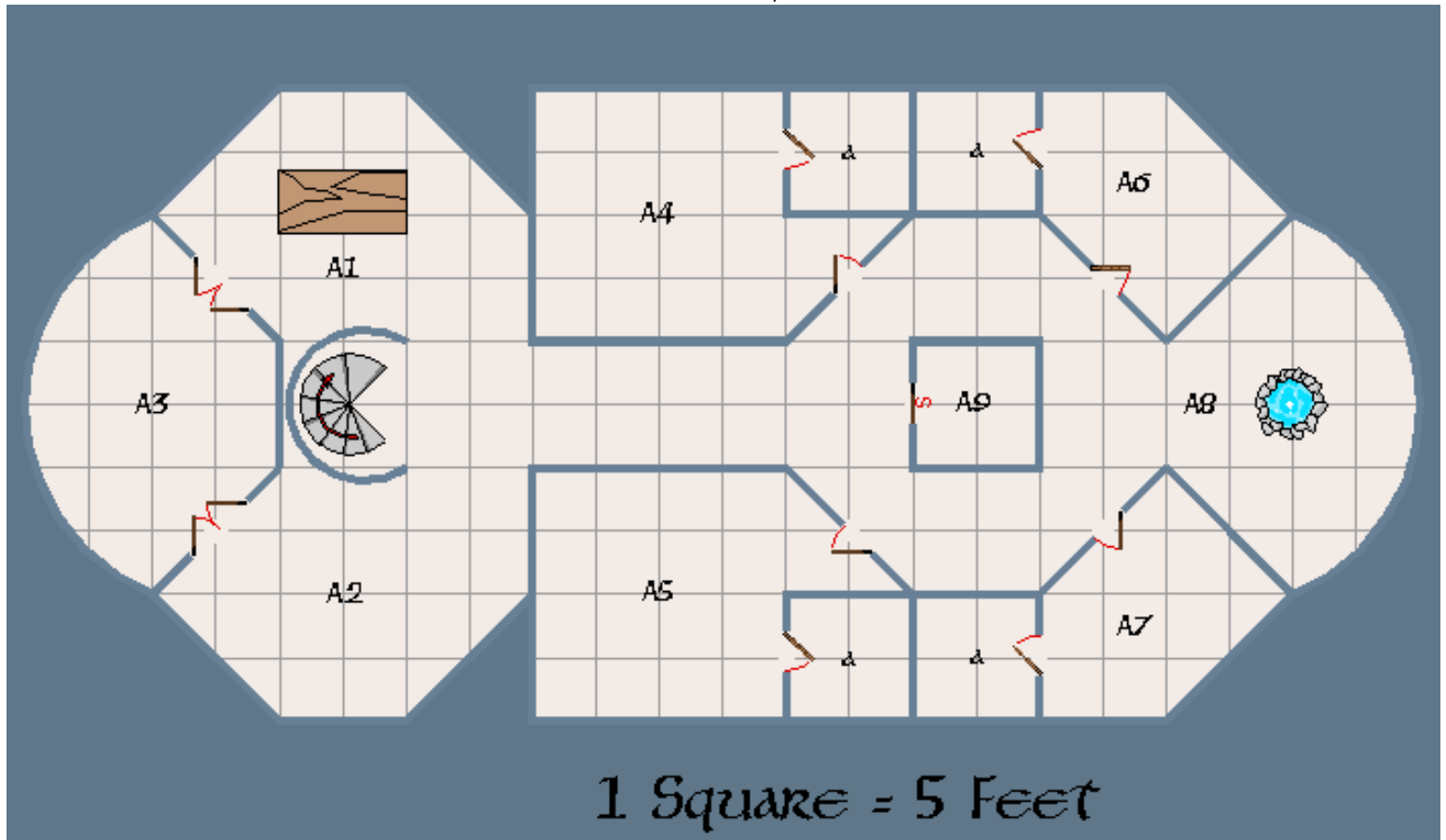
LEVEL 1: The great doors of the Repository are real only from the outside; from within, they are replaced by a stone wall. The doors open into a foyer that is half as high as the doors and anything entering Parillernia will be reduced in size to fit.

1. FOYER: (60' high ceiling) Fine tapestries adorn the walls behind supple, leather sofas and chairs and an elegant red carpet leads away from the wall where the portals should have been, beyond an open doorway into a great hall. A pair of sculpted marble magi in flowing robes stands in the corners of the foyer providing a warm, golden light with the crystal headpieces of their platinum staves.
2. GREAT HALL: Crystal chandeliers brighten this vast hall where servants await their guests. Spectacular stained glass panels depicting astonishing, alien landscapes are illuminated from "outside" by a soft light (**faerie fire** cast on the walls behind the windows).
 - a. MUSICIANS: Semi-transparent musicians play haunting, yet beautiful, melodies on their ghostly instruments.
 - b. DINING TABLES: Dinnerware of the finest porcelain and refined platinum flatware has been laid out before each high-backed chair.
 - c. BUFFET TABLE:
3. SPIRAL STAIRS: This dimly lit stairwell leads up to the other three levels.

4. KITCHEN AND PANTRY: Stoves and food preparation tables take up a third of the area here, but they are all just for show, as the food is not real. Table linens, dishes, and other items can be found on shelves and in cabinets.

a. This curtained section of the wall conceals stairs that lead down into the basement.

ENCOUNTER AREA J-K/31: MAP C



LEVEL 2

- A1. LIBRARY: The north wall is lined with floor to ceiling shelves, filled with leather-bound tomes with a variety of titles. Book contents (d6): 1-4=filled with gibberish, 5=blank, 6=choose a random subject; the content will be misleading, deceptive or otherwise false.
- A2. GALLERY
- A3. STUDY
- A4. SUITE
 - a. BATH
- A5. SUITE
 - a. BATH
- A6. MASSAGE
 - a. BATH
- A7. MASSAGE
 - a. BATH
- A8. SITTING ROOM: The soothing sound of a gentle rain is created by a fountain surrounded by smooth, burl wood benches.
- A9. HIDDEN CHAPEL AND PORTALS: Hidden behind a secret door, this area appears to be a chapel of sorts with a golden censer suspended from the ceiling in the middle of the room by an

opulent spiral chain. The censer contains the ashes of spent incense. On each wall, except for the one with the secret door, is a small, dark archway. Above each arch is a symbol: the north arch has a down-turned triangle, the east arch a circle and the south arch a pair of parallel lines. On the floor, arranged in a circular pattern, are mysterious runes that can be deciphered with divinatory magic or thieving ability.

RUNES: "The way is clear for those whose thoughts and actions are reflected in their heart. Before you lie three paths: Those willing to surrender something precious as a demonstration of their conviction and fidelity may step through the Correspondent Arch; those who believe that the best things in life are worth fighting for may pass through the Arch of Conflicting Desires; those who require more knowledge to feed an unquenched hunger may enter the Arch of Absolute Vacillation."

NORTH ARCH, "The Arch of Conflicting Desires" or "The Portal of Inverted Fates" (symbolized by an inverted triangle): Those who use this arch will be transported to a circular chamber to do singular battle with "The Redeemer," a clay golem. Regardless of how many others stepped through the portal and when, each person will be transported to an identical, but separate, chamber, and nothing short of a **wish** will enable a person to escape his/her fate. Those who fail to fight and defeat "The Redeemer" will be absorbed by the living wall in Area 9 of the dungeon (if the subject bears the Mark of Atagush s/he will instead join the ranks of Parillernia's mindless servants). Those who are successful will be transported back to A9.

EAST ARCH, "The Arch of Absolute Vacillation" or "The Portal of Assessment" (symbolized by a circle): Those who use this arch will be transported to a circular chamber to do singular battle with "The Assessor," a flesh golem. Regardless of how many

others stepped through the portal and when, each person will be transported to an identical, but separate, chamber, and nothing short of a **wish** will enable a person to escape his/her fate. Those who fail to fight and defeat "The Assessor" will join the ranks of Parillernia's mindless servants. Those who are successful will hear a distorted voice say, "Return when you are worthy," as they are transported outside the Repository to Area G. (By some strange quirk of fate the voice is that of the flesh golem.)

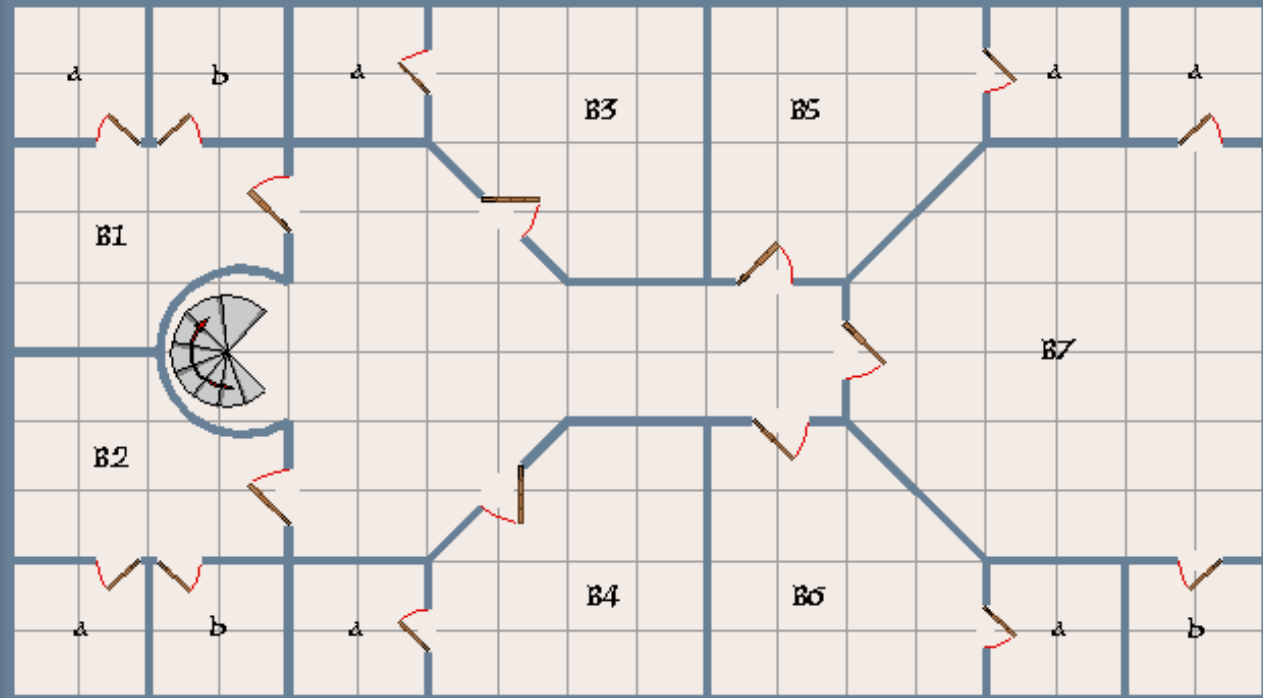
SOUTH ARCH, "The Correspondent Arch" or "The Portal of Alliance" (symbolized by an equals sign): Passing through this arch will cause one randomly selected enchanted item (this must be a magic item with multiple uses, not expendable magic items such as potions and scrolls; a random ability point will be taken if the subject does not have a suitable magic item) possessed by that person to vanish as the subject is transported outside the Repository to Area G (vanished items are transported to Area B23 on the second level of the sanctum). The subject will (unknowingly) acquire the Mark of Atagush. There is no save against the effects in this encounter since the subject willingly accepted the consequences as s/he stepped through the arch. Those with magic resistance may choose to forfeit the resistance check in compliance with their previous decision or attempt to resist the effects (which are L20 in power), but a failure to resist results in instant transportation through the east arch.

The Mark of Atagush: This invisible mark, in the form of a black skull with "T" shaped bars radiating from the four compass points, is placed over the heart of select subjects by Atagush. It radiates a slight aura of evil and magic to all but its bearer. The mark is difficult to detect as no feeling or sense is associated with it. The mark is borne by Atagush's "friends and allies", and it will grant its bearer protection against the soul-rending effects in his sanctum, for the life forces of the marked individuals have been reserved for Atagush.

Flesh Golem (1) AC: 9; MV: 8"; HD: 9; H.P.: 40; #AT: 2; DAM: 2-16/2-16; SD: +1 or better weapon to hit; AL: N; SZ: L(7½' tall)

Clay Golem (1) AC: 7; MV: 7"; HD: 11; H.P.: 50; #AT: 1; DAM: 3-30; SA: haste for 3 rounds; SD: +1 or better blunt weapon to hit; AL: N; SZ: L(8' tall)

ENCOUNTER AREA J-K/31: MAP D

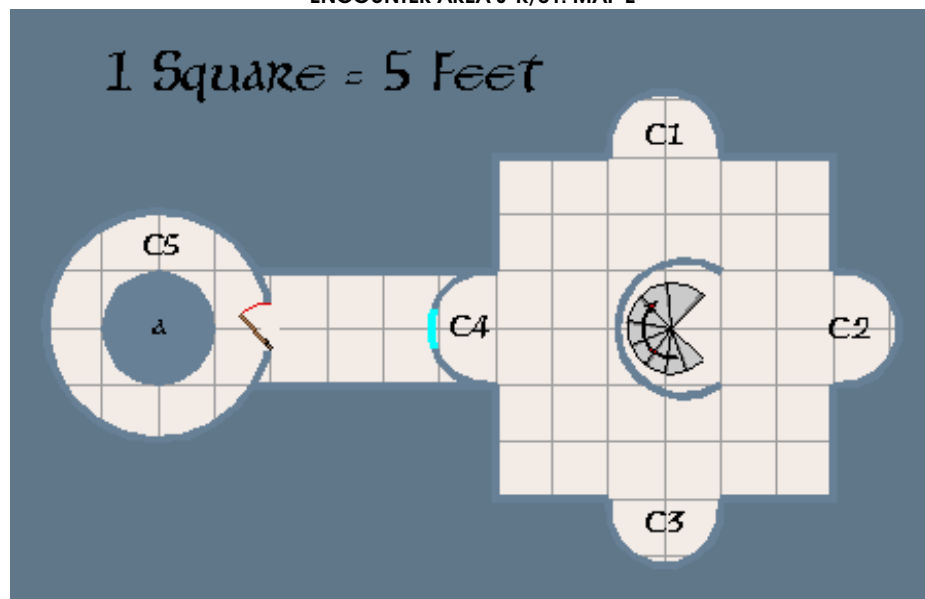


1 Square = 5 Feet

LEVEL 3

- B1-7: GUEST SUITES
 - b. BATHS
 - c. BEDROOMS

ENCOUNTER AREA J-K/31: MAP E



1 Square = 5 Feet

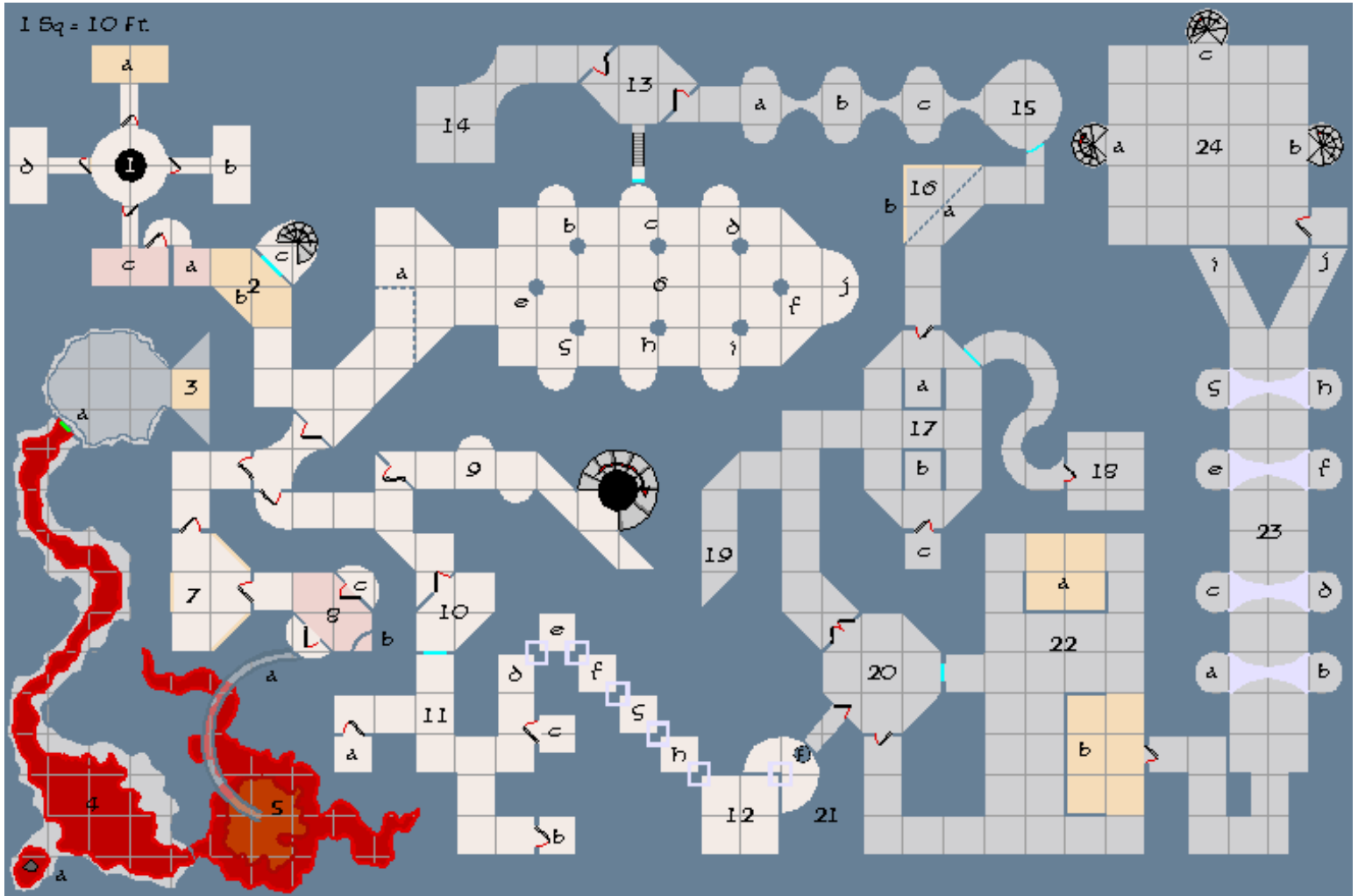
LEVEL 4 ELEMENTAL SHRINES

- C1 AIR
- C2 FIRE
- C3 WATER
- C4 EARTH

Secret door

- C5 WASTE DISPOSAL: The only significant feature in this room is a dark hole, 10 feet in diameter in the middle of the floor. The hole is actually a deep shaft that absorbs light as if affected by two **continual darkness** spells. This shaft leads into Atagush’s unholy sanctum (Area 1 of the dungeon).
- C5a. SHAFT: (10’ diameter, 600’ to the illusionary floor in Area 1, 630’ to the bottom of the pit) Servants use this shaft for trash disposal.

ENCOUNTER AREA J-K/31: MAP F



Below the Repository of Lost Souls

DM NOTES: Within the unholy sanctum, all non-evil aligned creatures will feel uncomfortable and queasy while chaotic evil beings bearing the Mark of Atagush benefit from the effects of a **bless** spell. Unless otherwise noted, ceilings are 10' high; all areas are dark; spell and spell-like effects are at 20th level; and creatures that die here will empower Atagush with their life forces. A cleric's effect on undead is diminished here, making undead creatures two levels more difficult to influence. For example, a wight or similar 5 HD creature would be the equivalent of a wraith or similar 6 HD creature. Creatures more powerful than a ghost or a 10 HD creature are immune from a cleric's effect on undead.

Dungeon Level One

- ENTRY CHAMBER: (20' high ceiling) The 10' diameter, 600' deep shaft in Area C5 opens into a circular chamber with four doors and an illusory floor (beneath the floor is a 30' pit with 10' of acid; this pit is used for waste disposal by the servants of Parillenia). The length of the shaft from the floor of Area C5 to ceiling in this chamber is covered by two **continual darkness** spells. Objects dropped into the shaft from above will land in the pit, below the floor. Sentient creatures will land on the floor, unless they disbelieve the illusion or the illusion is dispelled. Narrow corridors lead away from the entry chamber at the four compass points and end at rooms with 20' high ceilings.

a. Small ash-like particles slowly float down from the ceiling, disappearing as they hit the floor or drift outside the room. Anything entering this room that also is touched by the ash will be teleported to Area 3 (note that both conditions must be met

to trigger the teleport). If an object is thrust into the room and it is touched by the ash particles, there is an equal chance that whatever is attached to it will be pulled into the room and teleported away or that it will be separated from that which holds it.

b. A ghost haunts this room and the adjoining corridor and will pursue living creatures into other areas.

c. A barrage of sweet-smelling, sticky, ruby raindrops reminiscent of melted lozenges falls from above and drains into a small hole at the center of the floor. The door in the north wall is locked and trapped with a poisoned needle (drow sleep poison). Tampering with the door, which includes attempting to disarm the trap, will transform the "raindrops" into a swarm of velvet ants. The agitated ants will attempt to eat everything in their path.

d. A **glyph of warding** has been placed beneath the door. This glyph is named "turrella", an exploding "glyph of weakening" (save vs. spell or lose 1-4 points of strength), that will affect all non-evil creatures in a 10' radius when triggered. Its placement and nature confer a 25% penalty on "find and remove trap" skills. The room at the end of the passage is empty.

Ghost (1) AC: 0 or 8; MV: 9"; HD: 10; THACO: 11; #AT: 1; DAM: Age 10-40 years; SZ: M (5'-6' tall)

Velvet Ant Swarm (1d100 x 1,000) AC: 8; MV: 6"; HD: Special; THACO: 80% chance to bite per round; #AT: 1; DAM: 1-4+poison

(save to avoid intense pain for 2d4 turns; to hit and damage roll penalty of -2); AL: N; SZ: Individual: S (1' long), Swarm: approximately 100 ants per square foot; XP: 975 (for the entire swarm). Each point of damage inflicted on an ant swarm kills 1d20 ants. The ants may be scattered with smoke or fire; immersion in water washes them off. If half of the swarm is killed, the survivors will scatter and hide.

2. STICKY FEET: The floors of this corridor appear normal until tread upon. The darkened areas (B) seem to be affected by invisible **webs**, similar to the second level MU spell.

a. A permanent **alarm** has been placed here. It is similar to the spell, but the sounds can only be heard in areas B21-25 and the passages connecting them. The purpose of the alarm is to alert the drow stationed there to ready the ambush sites in areas 22 and B1.

b. If checked for magic, this area radiates a faint aura of alteration. Creatures with less than 13 STR are rooted to the floor until freed by another or until the web-like effect is removed. Creatures with 13 to 17 STR can pull free and move at a rate of 1 foot per round. Creatures with an 18 or greater STR can move at a rate of 2 feet per round; those that make their bend bars check can move at a rate of 10 feet per round.

c. A spiral staircase that descends 300' to Area B1 is hidden behind the secret door. The bottom 60' of the stairwell is cloaked in **continual darkness**.

3. SEARING PRISON: (30' high ceiling) Victims of the trap in Area 1a are transported here into an oddly shaped prison that opens up to what appears to be a natural stone cavern. The temperature here is painfully high, and the stone floors and walls will scorch flesh (1-4 damage per round to unprotected skin). A narrow shelf, 1'-3' wide and 8'-10' high, forms a semi-circle along the cavern walls. The prison is guarded by an efreeti that has been commanded to slay all intruders.

a. Concealed above the narrow shelf is a door. Opening it will allow the molten lava from Area 4 to flow into the room.

Efreeti (1) AC: 2; MV 9"/24"; HD: 10; H.P.: 59; #AT: 1; DAM: 3-24; MR: 25%; AL: N (LE); SZ: L (12' tall)

4. MAGMA LAKE AND RIVER: A stream of lava will gush into the prison chamber at a rate of 10'/round when the concealed door is opened. The molten river and lake, the home of salamanders and fire snakes, are connected by a subterranean opening in the wall to the "cauldron" in Area 5. The lake is 20'-40' deep, and the river varies from 10'-25' deep.

a. Fragments of a stone tablet are scattered on the island at the center of a small lava pool (15'-25' deep). The island is unstable and will crumble if more than 20 pounds are placed upon it. If the 14 fragments are pieced together, one piece will be revealed to be missing (it is in the pool). When all 15 pieces are fitted together, they will fuse and form a stone tablet with serpentine designs. Studying the designs for at least 8 hours a day for one week will bestow one point of INT to its owner (after it has been used, the tablet will lose its magical properties).

Salamander (2-5) AC: 5/3; MV: 9"; HD: 7+7; H.P.: 43, 50, 36, 40, 33; #AT: 2; DAM: 2-12, 1-6(weapon); SA: heat 1-6; SD: +1 or better to hit; AL: CE; SZ: M (7' long)

Fire Snake (1-6 per 20' of magma) AC: 6; MV: 4; HD: 2; H.P.: 5, 10, 8, 8, 5, 10, 6, 13, 8, 9, 9, 5; #AT: 1; DAM: 1-4 + paralysis; SD: Immune to fire; AL: N; SZ: S (2'-3' long)

5. THE CAULDRON: (approximately 900' below Area 8) The intense heat from the bubbling cauldron of lava causes 4d6 damage per round (save vs. death magic for half). Objects placed

within it will sink at a rate of one inch per 10 pounds per segment (the drop from the slide will cause immediate submersion of 1d4 feet). Those failing their saving throws must make a system shock check to avoid passing out from the pain. More salamanders and fire snakes reside here.

Salamander (2-5) AC: 5/3; MV: 9"; HD: 7+7; H.P.: 43, 50, 36, 40, 33; #AT: 2; DAM: 2-12, 1-6(weapon); SA: heat 1-6; SD: +1 or better to hit; AL: CE; SZ: M (7' long)

Fire Snake (1-6 per 20' of magma) AC: 6; MV: 4; HD: 2; H.P.: 5, 10, 8, 8, 5, 10, 6, 13, 8, 9, 9, 5; #AT: 1; DAM: 1-4 + paralysis; SD: Immune to fire; AL: N; SZ: S (2'-3' long)

6. HALL OF SPEAKING COLUMNS: (20' high ceiling at entrance, 40' high ceiling in columned hall)

7. REFLECTIONS OF PAIN: The walls of this room appear to be porous, like coral or pumice. Despite this, three sections, the two diagonal walls and the wall across from the east doorway (marked in gold), have been polished to a reflective, mirror-like finish. When a reflection is cast in one or more of the three polished panels, hundreds of needle-like thorns shoot out of the pores. The glassy spines have a range of 30'; 2-8 H.P. damage per round will be sustained by everyone in the room. If the spines are not removed, they will be a source of irritation and will become infected after 2-5 turns. The walls contain an inexhaustible supply of thorns.

8. THE LURKER BELOW: The shaded area indicates the location of a trapper.

a. AN EXPEDIENT DESCENT INTO HELL:

b. SHIMMERING OFFERINGS: A small altar has been carved out of the wall. Faceted gemstones have been placed here as an offering.

c. TREASURY: This is where the trapper stashes its victim's inedible items.

Trapper (1) AC: 3; MV: 3; HD: 12; H.P.: 54; #AT: 4+; DAM: 4+AC of victim/round (+constriction); SA: smothers in 6 rounds; SD: immune to heat and cold based attacks; AL: N; SZ: H (20'-30' dia.)

9. THE LIVING WALL: The outer wall of the large spiral stairs is a modified version of a living wall.

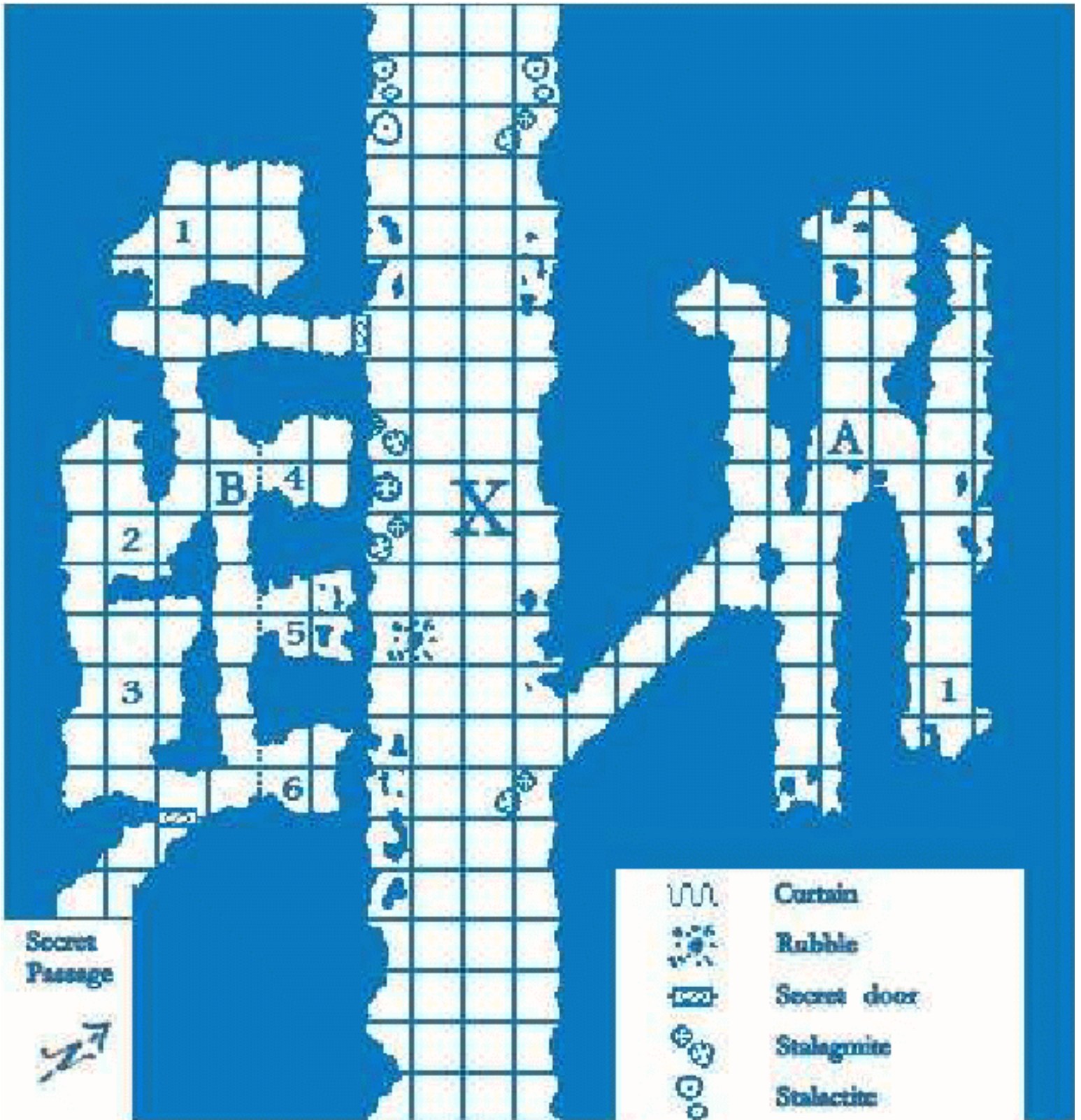
NICHES: Contain cursed pearl and opal idols of at least 8,000 GP value. The pearl idol depicts a drider and will bestow the ability of **free action** (as the ring of the same name) and a **curse** that reduces dexterity to 6 (save vs. spell at -2 to avoid both effects; the effects cannot be separated) upon touch. The opal carving is of an Illithid, and it will bestow psionic ability (minimal attack and defense modes only; PSP are based on the subject's ability scores) and a **curse** that reduces constitution to 6 (save vs. spell at -2 to avoid both effects; the effects cannot be separated). If either idol is removed from its niche, the victim forfeits his/her save against the **curse**. A successful **remove curse** will negate the beneficial and harmful effects.

11. ROTATING CORNERS

16. PATHWAY OF ILLUMINATION: Bioluminescent lichens have infested nearly every surface of this corridor, casting a sickly blue-green glow on everything. The diagonal north wall is an illusion to conceal the **mirror of opposition** behind it.

21. THE SYMBOLS OF CHAOS

ENCOUNTER AREA K/4: MAP A



ENCOUNTER AREA K/4

The Captive Pech by Istarlome

As the party approaches the center of the area, they will notice that the area is recently, heavily traveled. They will also be able to hear the distinct sound of metal striking rock coming from somewhere in area A. If they investigate, they find three Pech (H.P.: 14, 18, 19) and one Dwarf (F6, H.P.: 28) working away in area 1. These poor creatures look

malnourished and very tired. They are all chained together by one ankle each. Their captors (described below in area B) know, from experience, of the Pech's ability to shape stone. The chains are one deterrent against escape. The slaves stop working when they notice the party.

The Dwarf speaks for the slaves and will mistakenly believe the party is part of the group that captured him. He will ramble on about how the mine he and the Pech are working was abandoned long ago and will never yield anymore gold.

If the party inquires as to how he and the others came to their present fate, the Dwarf will explain that he was captured, along with his family, while traveling a few miles south of the cavern complex. He has no idea how the Pech got there.

He explains that he and the Pech must comply for fear of what their captors will do to their families. The Dwarf has seen at least three humans, but is sure there are more. He says their captors are powerful and well armed, and that they stay somewhere across the main passage. He doesn't know exactly where.

During the time the party spends with the slaves there is a 1 in 6 chance per turn that one of the NPCs (the thief) will visit area A to check on the slaves. Should this happen, the party will have a 1 in 6 chance to notice the thief's presence. If the thief observes the party, and the party doesn't notice, the thief's compatriots will set up an ambush for them outside of area A. If no NPC visits area A during the party's time there, the NPCs will be located in area B, behind the secret door. A **magic mouth** spell has been placed on the secret door and will yell out an alert if the party opens it.

The NPCs reside in area B, when they are not tormenting the slaves. Area B consists of six rooms; three (1, 2 and 3) for the NPCs and three smaller cells (4, 5 and 6) for the prisoners, the families of the Dwarf and the Pech.

The five NPCs are described below. It's important that the DM play the NPCs effectively. They are of reasonably high level and will fight hard and intelligently. If things go against them, they will run or try to bargain with the party. Since the NPCs hold the prisoners as leverage against the slaves, not the party, they won't bother harming the prisoners.

Area 1: The NPC leader is MerShannon, a tenth level, LE magic user (H.P.: 52; **ring of protection +1**, **bracers of defense AC 4**, for an overall AC of 3). He is armed with a **+1 staff** and a **+2 dagger** and carries a scroll containing four spells (**forget**, **geas**, **Bigby's forceful hand**, and **delayed blast fireball**). MerShannon has the following spells available to him:

First Level: detect magic, magic missile x2, shield

Second Level: mirror image, stinking cloud, web x2

Third Level: fireball, fly, haste

Fourth Level: fumble, ice storm

Fifth Level: cone of cold, teleport

MerShannon's first action will be to cast **haste** on the NPC fighters in area 2. He will then cast spells as to inflict the most damage on the party, until his followers engage. He will then try to cast **fumble** on an enemy fighter.

Area 2: These are the quarters for two CE NPC fighters. Targnol is tenth level (H.P.: 66; **+1 plate mail**, +3 dexterity bonus, for an overall AC of -1) and fights with a **long sword +1**, **+3 vs. regenerating creatures**. He is +1 to hit and +2 to damage due to strength. The second fighter is Tulkas. He is a 9th level fighter (H.P.: 64; **+1 splint mail**, +2 dexterity bonus, for an overall AC of 1). He carries a **broadsword +2**, **dragon slayer** and has strength bonuses of +1 to hit and +1 to damage. Both fighters attack 3 times per 2 rounds.

Area 3: The last two NPCs are here. Matias is a tenth level, NE cleric (H.P.: 62; **+1 banded mail**, **+1 shield**, +1 dexterity bonus, for an overall AC of 1). He fights with a **+2 mace** and carries two **potions of healing** and two **potions of extra healing**. His spells are:

First Level: cure light wounds x2, detect magic, protection from good

Second Level: detect magic, silence 15' radius, spiritual hammer x2

Third Level: continual light, feign death, speak with dead

Fourth Level: cure serious wounds x2, protection from good 10' radius

Fifth Level: flame strike, raise dead

Matias will most likely use **protection from good**, **spiritual hammer**, and **flame strike** early, before closing to fight.

The other NPC residing in this area is a 9th level, CE thief named Jukka (H.P.: 48, **+2 leather**, +4 dexterity bonus, for an overall AC of 2). Jukka, unknowingly, fights with a **cursed -2 short sword** that detects as a **+1 sword of wounding**. He will be the first to flee if things get tough.

If the party dispatches the evil band and release the families, all of the slaves will be forever grateful. A search of the area will not find much in the way of treasure, as the NPCs carry what they own. Found among the usual adventuring equipment is: 5,000 silver pieces, 3,000 gold pieces, and 4,000 g.p. worth of gems. In addition, the Dwarf will tell the party that the digging he and the Pech did actually uncovered gold nuggets worth a total of 5,000 g.p.. He offers them to the party, explaining that he hid the gold in hopes that the NPCs would give up on the mine and let them go. The Dwarf felt that any gold found would only delay his and the others' releases.

ENCOUNTER AREA L/19-M/19

The Trading Grounds by Eldersphinx

This area of the underworld has long been known as being neutral territory, where members of different races, tribes and factions can meet with one another for the purposes of commerce, treaty-making, and other actions short of outright warfare. Outright violence is frowned upon within this area, with peace enforced by the threat of ostracism by all the groups within the underworld who consider the Trading Grounds too useful to do without. Any being that starts a battle here will likely face great animosity and sometimes even outright hostility during further adventures, even by those that might have formerly been natural allies. The extent of such response is left to the determination of the Dungeon Master, but will likely include the employment of one or more groups of bounty hunters - consisting of powerful monsters, experienced adventurers of evil alignment, or both.

The Trading Grounds owes its existence to the work of two beings - a renegade drow magic-user, by the name of Ancarix, and a mysterious illithid known only as the Purple. Of these two, Ancarix is by far the most visible and better-known. Originally a noble within the city of Erelhei-Cinlu, he was exiled from that city for crimes both diverse and obscene, and traveled throughout the underworld for several years before finally helping to found the Trading Grounds. Though Ancarix is pragmatic and polite towards his dark kin, allowing drow parties to pass through the area without challenge, there is no love lost between him and the notables of the city of Erelhei-Cinlu, including the priestesses of dread Lolth. Ancarix is also known for his small cruelties and vicious remarks towards those of lesser status. He rarely concludes any conversation or piece of business without some attempt to humiliate or torment in some way those he has met.

Ancarix is a magic-user of the 10th level of ability (H.P.: 25) who fights in combat with a **wand of paralyzation** (48 charges) and, if pressed, a **drow dagger +4**. He has AC 0 from a **black robe of the archmagi**, a **cloak of displacement**, and DEX 17, and carries a **potion of extra-healing**, a **potion of gaseous form** and a **spell scroll (monster summoning IV x3)** on his person at all times. His commonly memorized spells are as follows (Innate spells denoted by *):

First Level:	affect normal fires; dancing lights*; darkness*; detect magic*; faerie fire*; hold portal; protection from good; spider climb
Second Level:	ESP; forget; invisibility; know alignment*; levitate*; ray of enfeeblement
Third Level:	haste; lightning bolt; protection from normal missiles
Fourth Level:	confusion; ice storm; Rary's mnemonic enhancer
Fifth Level:	conjure elemental; passwall

Ancarix's presumed partner, the Purple, is a much more reclusive figure. A mind flayer (H.P.: 47) of uncertain past, the Purple is so named because of the color of the sumptuous robes it constantly wears. Some rumors suggest that the body beneath the fabric is branded, scarred, or deformed, but no evidence one way or the other has ever been determined. The Purple is only rarely seen, even within the Trading Grounds, and even more rarely spoken with. In all instances where it has met with others, it has brought a slave along to act as its mouthpiece rather than speaking on its own behalf. Its motivations and goals are uncertain, but it is likely either opposed to the other members of its dark race, and subtly acting to blunt their actions within this region of the underworld, or else secretly an agent of their interests. The Purple wears a **ring of invisibility**, and also possesses a **scarab of insanity** (11 charges) and a **scroll of protection (magic)** that it will use in combat.

The area of the Trading Grounds is divided into two parts - the public

area proper, where beings of all races can meet and do business, and the stronghold of Ancarix and the Purple, which cannot be entered without explicit invitation. Visitors - even adventurers - can pass through the public part of the Trading Grounds without fear, so long as they refrain from violence themselves. Attempts to breach the inner stronghold, however, or to engage in open battle anywhere within the Trading Grounds, will likely result in the offenders facing the combined wrath of all others present.

Each of the entrances (locations marked with 'e') to the Trading Grounds is warded by powerful magic. A permanent-effect **magic mouth** greets arrivals with the message "The Trading Grounds lie ahead. Bring no violence here," repeated in Drow-elvish, svirfneblin-gnomish, and the Goblin tongue. The voice is loud enough to be easily heard throughout the encounter area, warning those within of new arrivals. Continuing further along the passage (through the sections marked with dashed lines) subjects passerby to a **dispel magic** effect cast at the 8th level of ability. This effect has no chance to ruin potions, but is sufficient to negate ongoing spell effects, particularly **invisibility** and **silence**.

Past the entrances to the cavern is an open space used as a common meeting ground and market. Travelers can rest here, converse with others present, and even erect temporary dwellings and make camp if they choose. Several small wells are spaced throughout the area, drawing forth bitter-tasting, but potable, water. All other commodities must be purchased, either from the agents of Ancarix and the Purple or from other visitors.

The trading grounds are a busy place - when the adventurers first arrive, there will be 1d6+2 large parties present, as well as 4d6+6 individual travelers and mercenaries. These groups will often have lean-tos or tents erected for some modicum of privacy, as well as pack animals, carts, or travois for hauling goods, but in many cases will have only what supplies they can carry. Individuals will typically be fighters, of 1st-4th levels of experience (see below for exceptions); identity of large parties is determined as follows:

Roll	Composition
1	10-15 bugbears with 19-24 slaves
2-3	Deep gnome party
4	Drow merchants, small train
5	Drow merchants, medium train
6	Drow patrol, male
7	Drow patrol, mixed
8-9	Duergar party
10	Kuo-toa war party
11	1-4 trolls with 9-16 troglodytes
12	2-5 wererats with 1-2 illithids

Deep gnome party: These groups consist of 11-16 svirfneblin present for purposes of exploration, trade or the hiring of mercenaries (Dungeon Master's discretion). They will likely be favorably inclined towards visitors from the surface, and may attempt to make common cause with a band of capable adventurers. If trouble occurs they will fight reluctantly, but capably, in defense of the Trading Grounds, as it is one of the few places where they can acquire goods, tools and magic beyond their own capabilities to make, as well as information on the plots of other races.

Drow parties: These groups are more fully detailed in module D1. Merchants may be either doing business at the outpost or simply passing through. Patrols are traveling between Erelhei-Cinlu and other areas within the underworld. In both cases, they will be cool and arrogant if approached by the party, to the point of outright insult. Merchants may

be willing to sell common goods if available - though at 3x normal book prices, and without negotiation. They will absolutely refuse to deal in weapons, armor or any form of magic. No drow party will ever willingly reveal details of their dark city, or their current plans within the underworld.

Duergar party: These groups are composed of 4-24 duergar warriors, present to barter their metals for other goods. Each carries 10-200 g. p. worth of base metal ingots in addition to weapons and armor, but no other items of value. If approached by the party, they may attempt to sell their stock - at 5x-10x actual value to start, and bargaining no lower than twice actual value. They will likely agree to arrangements to bring further shipments of metal in from their holdings (a full week's travel by foot distant), but will insist on payment in advance and insist that buyers await delivery at the Trading Grounds (not journeying to the duergar's holdings for pickup, in other words). If such terms are agreed to, there is a base 50% chance that the duergar will simply not complete their end of the deal, unless powerful magic or other extraordinary methods are used to insure compliance.

Kuo-toa war party: These groups are as detailed in module D2. They will be bullying and aggressive towards any visitors from the surface. If a fight breaks out involving the kuo-toa, there is a 1-4 (on 1d6) chance that the kuo-toa are seen as the aggressors and violators of the Trading Grounds' peace, freeing their opponents to fight back without threat of future censure. However, there is also a 75% chance in this event that other travelers present in the area will remain neutral in any battle involving the kuo-toa, seeing these vile creatures as too dangerous to needlessly antagonize. Deep gnomes, if present, are the one exception to this rule, and will always ally with any group battling a kuo-toa war party, due to long-standing enmities, as long as the kuo-toa appear to be the instigators of the conflict.

Some exceptional individuals who commonly frequent the Trading Grounds are as follows:

Kelmo the Hammer is a Chaotic Neutral human 8th-level cleric (AC -2 from **plate mail +1, shield +3**; H.P.: 37), who will join the party as a hireling if approached, using his martial skills and healing magic in exchange for a full share in all treasure claimed. He is unwilling to fight against the drow, however, and will state this beforehand. Should the party engage with a drow party, Kelmo must check against morale at -4 or flee during the first combat round, and he will consider his contract with the party void upon completion of the battle, no matter what outcome results from any such conflict. Kelmo fights with both footman's flail and warhammer, wears **gauntlets of ogre power**, and has the following spells memorized:

- First Level:** cure light wounds x2; curse; protection from evil; resist cold
- Second Level:** resist fire; slow poison; spiritual hammer x2
- Third Level:** create food and water; feign death; glyph of warding; remove curse
- Fourth Level:** detect lie; sticks to snakes

Mthkri is a smoke mephit (H.P.: 19) who works as a guide and sometime spy within this area of the underworld. He can hide in shadows, move silently, hear noise, and find (though not remove) traps each as a 6th-level thief. He can serve as a guide to any of the encounter locations south of row A2 (inclusive) on the encounter map, if paid the sum of 50 gold pieces per day. He will not fight in battle. Mthkri is 75% likely to betray the party's presence to any mind flayers encountered, fleeing any battle afterwards.

The half-Drow Zethaca is a lissome, dusky-skinned beauty. She is quite skilled in both the priestly and magical arts, being a cleric of the fifth level of ability and a magic-user of the fourth level. Though she is of neutral evil alignment, she considers money to be of greater importance than morality and will willingly serve any party that does not question her own standards or beliefs. Her request is for a half-share of any treasure

claimed, as well as first pick of any single magical item acquired. She will use such a pick to claim drow weaponry and armor, or else spell scrolls and wands usable by spellcasters, by preference. She has a sharp tongue and a short temper with any males that are over-amorous. Zethaca (AC 3 from **drow chain +1**, shield and DEX 15; H.P.: 20) fights in battle with footman's mace, possesses a **wand of fire** (with but 12 charges), whose power she will call on only in an emergency, and commonly carries the following spells:

- First Level:** (cleric) **command; cure light wounds; darkness; detect magic; remove fear;**

(magic-user) **charm person; shocking grasp; unseen servant**
- Second Level:** (cleric) **find traps; hold person; know alignment; snake charm;**

(magic-user) **levitate; web**
- Third Level:** (cleric) dispel magic

In addition to the transitory population, the following locations are more-or-less permanent locations within the Trading Grounds:

Location 'i' marks an open-air inn, tavern and general-supplies shop managed by a slave-minion of Ancarix and the Purple. Here, provisions and some non-magical equipment can be purchased (use PHB stock lists, though the Dungeon Master may choose to veto any purchase that seems inappropriate). Prices are twice listed 'book' rate at a minimum, and weapons and armor are both limited and expensive (no weapons with a base cost of more than 10 g. p., no armor better than scale mail. In both cases, asking price is a minimum of three times 'book' rate). Pre-erected tents can also be rented here, at a cost of 5 gold pieces per eight-hour period. These tents are only large enough to fit one man-sized individual semi-comfortably, or two occupants very uncomfortably.

Olmadoc, a surface halfling and former adventurer (3rd level thief; AC 5 from leather and DEX 17; H.P.: 8; no weapon), manages this trades post on his masters' behalf. He was captured and enslaved by Ancarix and the Purple many years ago, and has survived their slave pens only by a combination of flattery, absolute shamelessness, and luck. Though his overall situation is miserable, Olmadoc is keenly aware that his status is a privileged one among the slaves of the Trading Grounds, and not to be jeopardized. He thus bargains with a desperate cunning, and will take almost any opportunity to earn a profit and justify his ability to his masters. His will has been crushed and his loyalty cemented over the years with a combination of judicious use of **charm** magic, threats, torture and object lessons used on his fellow slaves, to the point where Olmadoc would not even think of cheating his masters, acting against their interests, or attempting to escape. He is likely to consider visiting adventurers either as potential victims to be fleeced, or outright threats to his masters, unless both Ancarix and the Purple are openly slain and the Trading Grounds completely wrecked.

Three large carts, suitable to be pulled either by hand or by small pack-lizard, are drawn up in a loose circle at location 'f'. These have been filled with soil and fertilizers, to serve as a sort of 'truck garden' for fungi of various types. These can travel from place to place through the underworld in search of business, though they only rarely leave the Trading Grounds. The fungus caravan is run by a group of five deep gnomes (one a 4 HD leader, H.P.: 23, the others with H.P.: 18) who claim to be independent businessmen, but are widely suspected of being spies for their clan-chiefs; the Dungeon Master is free to decide their ultimate loyalties. They can provide the following goods to adventurers:

- Edible mushrooms, equivalent in quality to standard rations, but of twice the weight and bulk; costing 5 gold pieces for one week's supply
- Lower-grade mushrooms and fungi, suitable to feed to mules or pack lizards; costing 1 gold piece for one week's supply
- A luminescent fungus that, when crushed, produces a pale, but surprisingly bright, light for up to 4 hours; usable in a lantern similar to a flask of oil (though not flammable in its own right)

and costing 2 gold pieces.

-Ten sprigs of wolfsbane and five buds of garlic, at three times PHB list price;

-Three flasks of fungal liquor that, in addition to being surprisingly tart and refreshing, each have a 50% chance of curing 2d4+2 points of damage when consumed, as a **potion of healing**; sales price of 300 gold pieces for each.

Location 'm' is the permanent camping grounds and home base for a group of 48 gnoll mercenaries (H.P.: 11 each; 4 leader-types are present, with H.P.: 16 each and attacking as 3 HD creatures);. They are well-equipped, with one-third carrying great bow and sword, and the others wielding halberd and sword. In battle, they form close ranks and fight with discipline and skill, using polearm thickets to cover the archers among their company. The company is led by two jackalweres of unusual size (H.P.: 28 each, fight as 5 HD) who can take the form of gnolls rather than men. They are brothers, and will not flee in combat unless both fail morale checks in the same combat round.

Though the gnoll mercenary company is willing to hire on to any reputable paymaster within the underworld, they also possess a standing retainer to stay within the Trading Grounds and garrison it against any threat. They are also contemptuous of 'weak humans' and 'sickly surface-dweller types' and so will not likely agree to hire out to any party of adventurers. Within the Trading Grounds, these gnolls are often overbearing, abrasive, and rude to passersby. Their status means that such petty displays of power are not safe to respond to. They will quite cheerfully gang up on any group of seeming troublemakers, wrestling their victims to the ground and dumping them outside the nearest exit. Drawing steel in their presence is as good as a declaration of war. The mercenaries' war chest, a large, cast-iron casket trapped with a poison (type F) needle in the lock, as well as a scything blade (2d8 H.P. damage) underneath the lid, holds 4,400 silver pieces, fifteen garnets worth 75 g. p. each, and two **potions of growth**, a **potion of heroism**, a **potion of polymorph (self)** and a **potion of water breathing**. It has been concealed in a depression in the jackalweres' tent, and soil and small rocks filled in over the top.

Several lines of coffles, suitable for shackling prisoners or slaves, line the cavern wall near location 'c'. These will generally be empty for the most part, being used only to secure those poor souls being bought and sold within the Trading Grounds or, on extraordinarily rare occasions, when an individual has committed a crime so notorious as to warrant death by public exposure. The Dungeon Master may decide to have NPCs previously known to the party locked up in this area, if circumstances warrant it and he feels it would improve the game session.

Further locations listed herein are the private domain of the drow wizard Ancarix and the Purple, and not for general exploration. Characters will gain entrance only through exceptional roleplay, use of stealth, or main force. In addition to the specifics listed below, the Dungeon Master is free to add any additional locations or details as appropriate.

The main gate (at 'g') is the only way into the inner compound, aside from tunneling through stone or blind use of teleportation magics. The entirety of the inner compound has been blocked from any use of **clairvoyance**, crystal ball, or similar efforts to view inside. The gate itself is a 20' tunnel through the outer wall, barred in three places by heavy iron doors to which only Ancarix and the Purple possess keys; the chance to open locks on any of these portals is penalized by -40% and attempts to force a doorway are treated as if they were **wizard locked**, due to exceptional size and weight. The outer and middle portals are enchanted with **Nystul's magic aura**, while the inner door is imbued with a special **alarm** that triggers only if the door is unlocked by magical means (**knock** spell, **chime of opening**, etc). All of these effects are treated as cast by a 10th level casters for purposes of dispel magic.

Within the compound, many low buildings and other freestanding structures spread, seemingly randomly, across an otherwise featureless cave. Slaves kept by Ancarix and the Purple travel freely through the area, though there are certain areas that they may not enter (as listed in the encounter text). Slaves will attempt to surrender to or flee from the characters if attacked, and have no combat capability. Dungeon

Masters may, as usual, develop individual characters as needed for the game.

Near the compound entrance, at location 't', lies a sizeable pit (10' diameter, 5' deep at its center) constantly filled with a viscous, disgusting mixture of lantern oil, refined saltpeter, and black, oozing tar. It is kept well-stirred at all times by a quartet of slave laborers, and a set of torches, flint and steel is kept well-secured in a sack nearby. This concoction is kept on hand for the purposes of emergency elemental summoning. If set aflame, an unusually strong (rolling 1d6+2 per HD for total hit points) and combat-effective (+2 to all damage, and bits of flame stick to any character hit for 3 rounds afterwards, doing 1-4 hit points of damage per round) fire elemental can be conjured from the resulting conflagration. The expense of restocking the pit, however, means that such measures will only be taken in the event of a serious threat to the Trading Grounds, and only at the explicit direction of Ancarix himself.

Further to the south is a stable (location 'd') holding seven displacer beasts (H.P.: 30, 28, 25, 24, 24, 22, 19), pets of Ancarix. These creatures were originally a hunting pack trained in Erelhei-Cinlu, and will not attack any being of Drowish blood and scent. All other prey is fair game. Ancarix will only release them if the situation is desperate. If the adventurers come across these penned creatures and attempt to release them, such misguided charity will be rewarded with immediate combat.

Additional slave pens (marked by 's') are scattered throughout the area. For the most part, these crude structures offer only minimal privacy and the barest of amenities. Bedding, clothing, and similar are torn, tattered, and soiled; disease is rampant. Little of interest exists here for adventurers.

The manor of Ancarix, at location 'a', is perhaps of more interest. This residence is sumptuously furnished, in somewhat excessive drow style, and is the site of the wizard's ongoing efforts to upend the balance of power within the underworld. The manor includes personal quarters, a laboratory and library for spell research, a small torture chamber equipped with rack, poignards and cat o' nine tails, and a room holding a unique creation - a black altar, dedicated and designed to contact with fell and dark powers of extraplanar origin. This altar provides the following benefits:

- Any **find familiar** spell cast by a magic-user of evil alignment within the room automatically summons either an imp or quasit, as appropriate.

- Monster summoning** spells may be cast as a ritual within this room, with a casting time of 1 hour. If completed without interruption, the spell's duration will last 1 day per 3 levels of the spellcaster. The creatures summoned may be dispatched on special tasks or missions, though the caster must have some means of communicating his desires.

- Use of **contact outer plane** can be tuned to converse with certain powerful and baleful entities, who respond with 95% knowledge, 80% veracity, and a chance of insanity dependent on the caster's alignment - evil 30%, neutral 40%, good 50%.

- Any character of 7th level or higher may, upon touching the altar, instill a deep and dread terror on all within the chamber. Treat this as a casting of the **fear** spell for purposes of affecting targets, saves, and effect. Note that the character activating this effect is also a potential target! Use of this ability is limited to 3/day.

The black altar is a powerful tool for evil, and its use should be strongly repugnant to all paladins, most clerics, and many other characters of good alignment. If the characters should manage to destroy its power (Dungeon Master's choice of method required, but at minimum would require some combination of **remove curse**, **dispel evil**, and **protection from evil**, 10' radius), an experience point bonus of 2,000 XP is appropriate.

Location 'z' represents a strange maze constructed and maintained by the Purple, who uses it as an aid to meditation, introspection, and focus its alien psionic arts. Though the Purple is quite familiar with the twists and turns of its maze, any character daring to enter will likely find it befuddling

at best and possibly even more dangerous.

If any character enters the maze, add their Intelligence and Wisdom scores together, and subtract 24. If the result is negative, the character has no hope of understanding the maze. There is a 50% chance that the character emerges 1-3 turns later, mostly unharmed, but with only brief memories of walking through strange corridors of white stone; 25% chance that they stumble forth 2-5 turns later, dazed and befuddled, and unable to take any action for 3-30 combat rounds; and a 25% chance that they only emerge 4-24 turns later, immediately collapsing into an unconscious catatonia for 1d6+2 hours.

If the result is positive, however, some chance exists that traversing the maze will unlock some random, magical power for the character to use, one time only. This chance is equal to the sum of (Intelligence + Wisdom - 24) multiplied by 3% (to a maximum of 36%, for characters with both Intelligence and Wisdom of 18). If the percentile roll is unsuccessful, the character emerges 1-3 turns later with no extra power, but, if successful, the character spends 3-6 turns within the maze, and, upon exit, has benefitted from one single-use spell effect (roll 1d6 to determine), as detailed below:

Roll	Effect
1	locate object
2	divination
3	project image
4	duo-dimension
5	mind blank
6	roll again or same effect

-Locate object takes effect within 1 turn of the character's exit from the maze, on any object of the character's choice. It has a range of 30" and will last for 24 rounds.

-Divination functions as a casting of the clerical spell of the same name, and has a 75% chance of success. It must be used within 1 turn of exiting the maze, or the power is lost.

-Project image affects the character immediately upon emergence from the maze, and lasts for two turns. The image can be projected to up to 10" from the character.

-Duo-dimension affects the character immediately upon emergence from the maze, and lasts for three turns. There is no chance of being detected and attacked by a creature on the Astral Plane while this effect lasts.

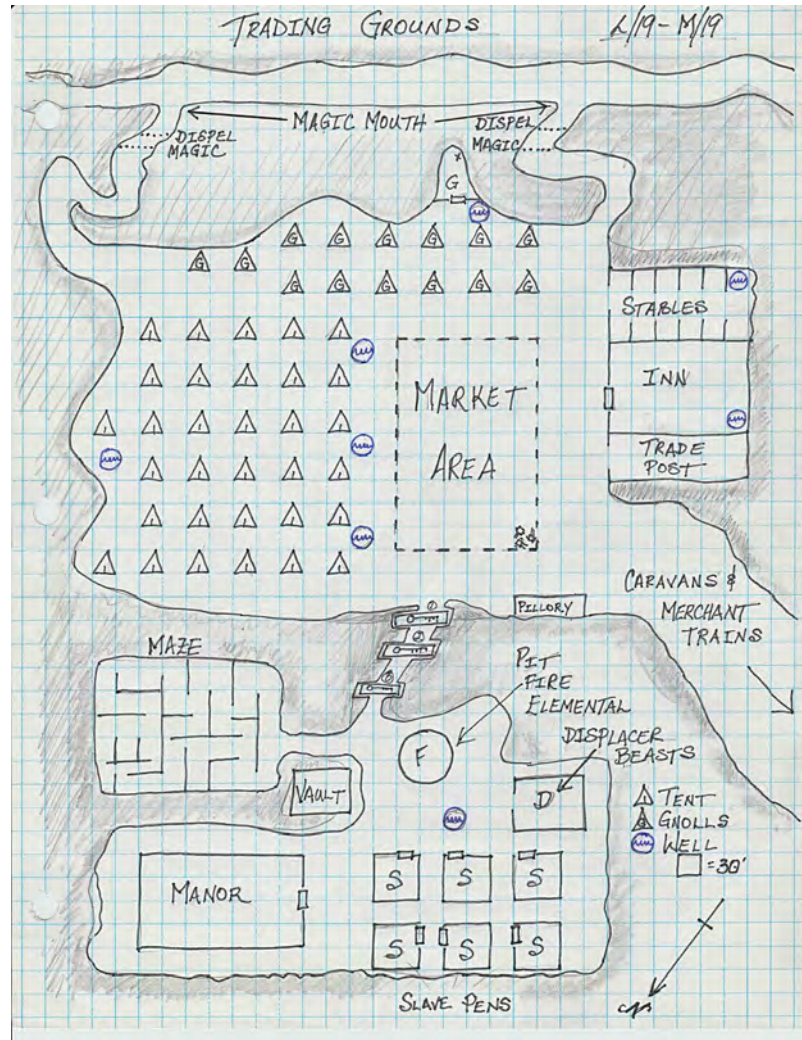
-Mind blank affects the character immediately upon emergence from the maze, lasting but 6 turns.

-Same effect applies if the character has previously traversed the maze and acquired some power from doing so; another application of the spell effect most recently acquired is made available to the character. If this is not the case, roll again, ignoring all future rolls of 6.

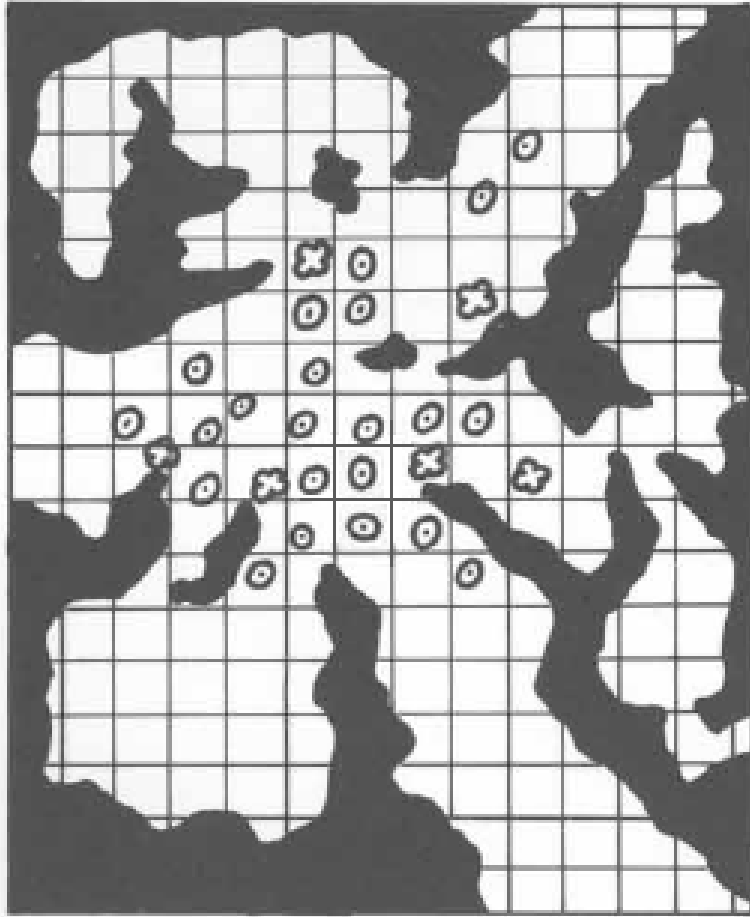
Finally, the hidden vault (at 'v') holds treasures, tricks, and other prizes acquired by Ancarix and the Purple over the years. No doorway provides access to this space, for its masters invariably use magical or psionic means to gain entrance (**dimension door** or **passwall** for Ancarix, **probability travel** on the part of the Purple). Furthermore a magical trap exists that will attempt to **polymorph** any being not of evil alignment into a small cave lizard (1' in length) if a save against spells is not made.

Once these hazards are overcome, the treasure may be claimed - 1,200 gold pieces; 400 electrum pieces; tapestries, velvet cushions, and other elaborate furnishings worth some 3,000 g. p. if successfully transported to the surface (and weighing some 1,500 pounds in total); an **illusionist spell scroll** inscribed with **blur**; **phantasmal killer**; **shadow magic**; a **scroll of protection (possession)**; a **medallion of thought projection**; and a coronet of beaten tin that, when worn, will automatically serve to protect its wearer from psionic attack (including the **mind blast** attack of a mind

flayer) as it erecting the psionic defense of **tower of iron will**. It will provide such protection up to twelve times before losing all potency, and can be recharged with the expenditure of 10 psionic strength points from any character or creature with psionic ability. Open display of this last treasure will result in immediate hostility from any mind flayer that the adventurers meet.



ENCOUNTER AREA O/10: MAP A



ENCOUNTER AREA O/10

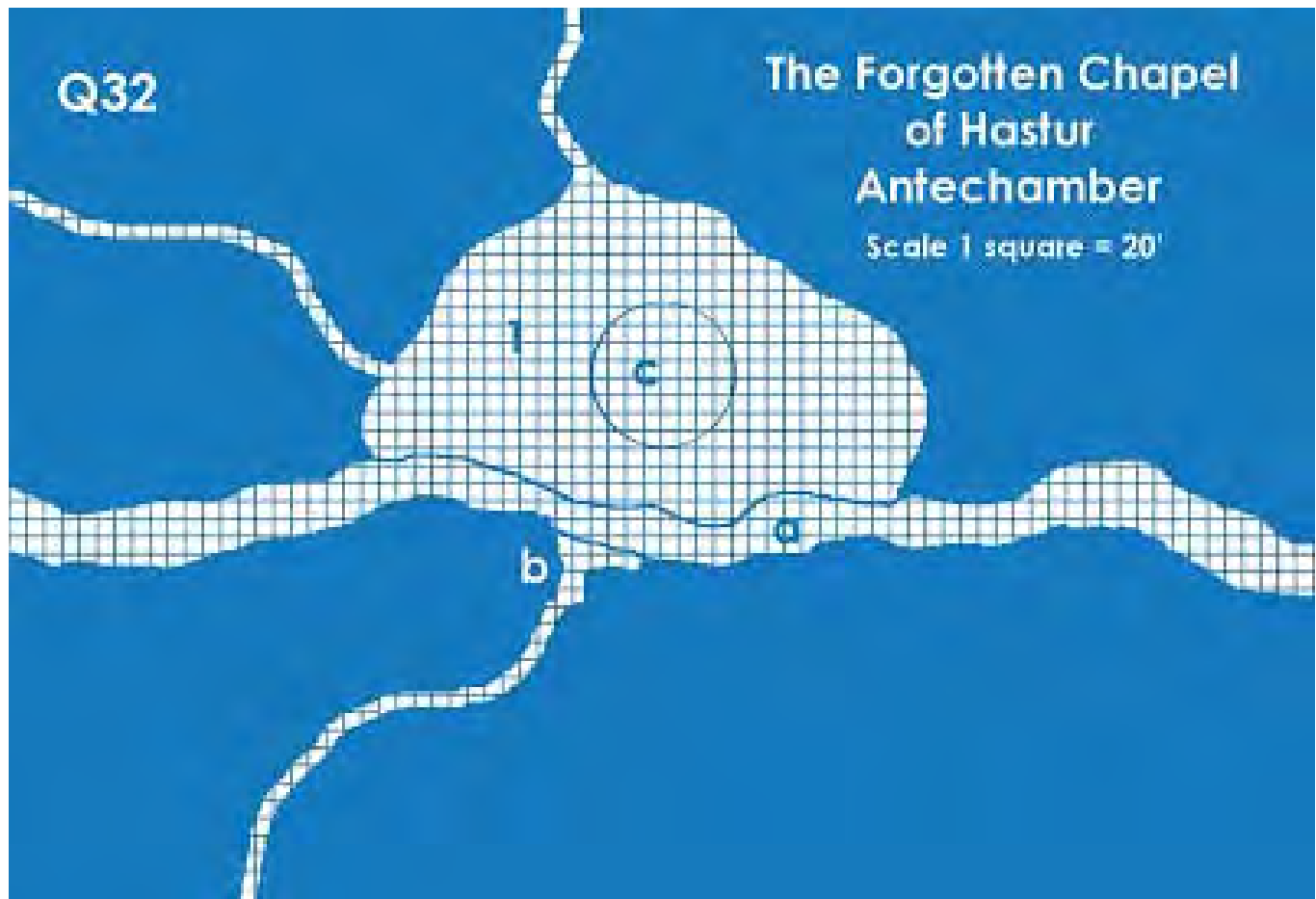
Cleanup Crew by Eldersphinx

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

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

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

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



ENCOUNTER AREA Q/32

The Forgotten Chapel to the Elder Elemental God Hastur

This chapel was constructed in time before memory to worship the Elder Elemental Gods - specifically the One Who Must Not Be Named - Hastur, the Lord of the Air. Even in the long distant past, the Elder Elemental Gods was feared and their worshippers were shunned, so this chapel (and rumor and legend suggest that there were others, each dedicated to particular elemental gods) was hidden away in the depths of the earth where the priests could tend to the day to day worship of the Elder Elemental Gods. Worshippers, who were also driven underground, would have come into the Chapel of Air on high unholy days.

When the forces of good united to destroy the worship of the Elder Elemental Gods, the chapel was abandoned by the faithful leaving only the priests to tend the rites. The final high priest, Arashaam, knowing that he would be the last high priest of this chapel, poured his energies into sustaining his life into unlife and has become a lich. The other priests had become specters after their deaths, though most have been destroyed in the ensuing centuries. A single Spectre underpriest remains.

Parts of the chapel have succumbed to the instability of the region and collapsed, though the primary worship areas are completely intact. Occasionally, the High Priest will still offer sacrifices to the Elder Elemental God when unwary denizens of the underworld wander into the temple. The undead in this chapel will attempt in every way they can to subdue and capture the party (especially good aligned beings) for sacrifice to their slumbering god.

Only the areas that pertain to this encounter are detailed, the others are left for DMs to flesh out, or are simply empty. Note there is a fairly significant secret tunnel complex throughout which primarily connect the "undetailed" rooms but also provides possible access to a portal to the Plane of Air.

1. Antechamber of the Shrine

This very secret cavern is the antechamber of a chapel dedicated to the Elder Elemental God. This particular chapel was dedicated to his worship via the element of air. There is some whispering that such chapels are hidden throughout the Flanaess, though most are completely abandoned and have fallen to ruin. Since the death of the priests and the abandonment of this chapel, this cavern has been used by smugglers and runaway slaves. Most recently, it has become the lair of a Califan (see New Monsters). The Califan has disrupted the trade from the Kuo-Toan town (N38-39) for some time now, though the fish men do not know this cavern exists. Recently, a survivor has returned to the town and the fish men are likely to send an expeditionary force to try to remove this troublesome creature.

The main chamber has three exits - all are secret passages to other tunnels. The Svartjet (a) also runs through here, 60' below the northern part of the cavern and about 120' below the southern entrance (b) to the cavern. The North and West entrances are at roughly the same level with each other.

Near the center of the cavern (c) is a raised dais, perfectly circular, roughly 160 feet in diameter. A fairly strong breeze blows through this cavern upward toward a 10' diameter hole in the center of the roof, which is about 100' above this dais. The Califan's nest is on the dais.

Once the PCs are in the cavern, or if the Califan feels threatened, the creature moves toward the edge of the dais, setting off the trap.

The Trap: Any living being that approaches the edge of the dais in the center of the cavern sets off a trap (unless the command word is spoken). Whenever any creature comes within 5' of the edge of the dais, the hole in the ceiling closes (a stone rolls across it) and the wind begins to swirl around the room, buffeting anything not in the eye (the dais) for 3-10 rounds (damage 1d6 hp per round/save vs. dexterity on d20 for half damage) unless the PC manages to anchor him/herself to something (DM discretion). Each round the PCs are blown about by the wind, they will have a %age chance equal to their dexterity to grab something and hold on and anchor themselves. Anchored PCs must make a strength check (on d20) each round or be picked up by the wind and bounced around the room. PCs buffeted about the room must make a check versus CONSTITUTION (on d20) or be stunned for 1-4 rounds. Note that it doesn't matter which direction the

edge is approached from (inside, outside or above), if any living creature comes within 5' of the edge, the trap is sprung. The trap takes a single round to reset.

If any of the PCs are stunned, the Califan will leap over the edge of the dais (avoiding setting off the trap again) and attack. If the battle goes poorly for THE CREATURE, it will leap back onto the dais and set off the trap again. If severely threatened, THE CREATURE will attempt to flee down one of the tunnels.

The dais is covered in filth and debris. A quick search of the debris will reveal the following items: 812 gp, 1654 sp, 3 swords, pieces of 2 sets of platemail, a sword +2, +3 vs. demons, a potion of giant strength and drow chainmail +1. Bones, scat, stones and bits of less identifiable debris cover the dais. A careful search will reveal a small concave area completely covered by scat within which is an iron stone and a small bone scroll case (containing a MU scroll with a 12th level fireball spell inscribed on it). A careful search will also reveal that the dais is covered in carved runes. If the debris is cleared off, the runes might be read (DM discretion - ancient tongue favored by Elder Elemental God cultists). Legend/Lore spell or similar ability, or contact higher plane or the like, will certainly reveal that the runes have something to do with air and evil and will reveal the name of the god - Hastur - who is revered here. Note that speaking the god's name has a 25% chance of attracting his attention. If Hashur is disturbed in his imprisonment/slumber, he will send 1-4 byakhee to attack the blasphemers.

To enter the chapel proper, the cultists would use a censer of controlling air elementals to summon an air elemental to carry them up to the shrine. The PCs will have to find their own way up to the shrine entrance.

Califan

AC 4; MV: 100 ; HD 7+2; hp 41; THAC0 13; #AT claws/bite; D 4-32/1-12; SA Leaping SD immune to poison, sleep, hold, charm; SZ L (25 long + antennae); Int Average; AL N; XP 1,685 (MM)

2. Shrine Entry.

This 60' diameter chamber seems empty. The walls are painted in murals depicting horrendous scenes of torture and brutality. A gigantic, lizard-headed god wreaks havoc on the landscape. The god's body is covered with tiny tentacles, and its great claws tear apart the sky. The god is surrounded by small flying ape-like creatures.

Spaced along the walls are bronze torch sconces. The floor around the opening is carved with the same runes surrounding the dais below. The doorway to the NORTH leads off into the darkness. The sconces on either side of the doorway are damaged. One of the bronze torch sconces holds a censer of controlling air elementals.

Two air elementals, summoned by censers some eons ago, have remained here after the priests' deaths. They will attack anything living that enters the room.

Whenever a living being crosses the threshold of the opening in the floor, two things happen. First, the two air elementals begin to move, second the undead in the rest of the complex become immediately aware that something alive is in the complex and prepare their ambushes.

The elementals will take 2 rounds to become fully active at which time they will attack but will not pursue deeper into the temple, nor beyond the edge of the dais in the Antechamber (area 1).

Air Elemental (2): AC 2; MV 360 ; MC: A; HD 12; hp 56/71; THAC0 9; #AT 1; D 2-20; SA Whirlwind, +1/+2 in aerial melee; SD +2 wpn to-hit; SZ L; Int Low; AL N; XP 3,465; 3,570. (MM)

The runes on the floor are very similar to the ones on the floor in antechamber, though if studied, some differences will be noted. If the DM desires, hours of study of the runes could reveal a new spell: Command Air (see new spells).

3. Beginning of the Darkness

The hallway ends here with more runes on the floor. The doorway is completely dark (permanent darkness, 10' radius cast here). The runes are readable by anyone who can read magic. After 30 minutes of study, the runes say, Above Wind Air Power Truth Path Safety - one translation would be "Power over the air is the true path to safety."

The runes refer to the method priests of this chapel would use to cross the Hall of the Winds - either the new spell Control Air or the 5th level Druid spell Control Winds which creates a safe "eye"

surrounding the caster. Priests of sufficient level in this chapel could cast the Control Air at will. Doubtless there are many other ways to cross the Hall.

4. The Hall of the Winds

As soon as a PC crosses the threshold of this room, still in the sphere of darkness if they haven't dispelled it, he or she is caught by hurricane force winds which tear through this room silently at 100+3d20 miles per hour (roll every round if desired). In the darkness it will seem to the PC immediately behind as if the person in front has simply vanished (though they will feel air moving on their hands if they reach out).

PCs caught by the wind will be bounced around randomly, striking the walls, striking each other. Any objects held will be torn from their hands (optional strength check to hold on to items) which then become missiles travelling over a hundred miles an hour, randomly bouncing throughout the room. The room "attacks" the PCs each round as a 12 HD monster (thus THAC0 is 9) and successful attacks result in 4d6 damage - the result of being bashed against the walls of the room. Additionally there is a 5% chance per round (noncumulative) of being hit by any items that escaped the PCs grasp or one of the hundreds of bones and bits of equipment of previous victims which were violently torn apart by the unceasing wind.

Note there is a secret door in this room that leads to the High Priest's chambers. It is left to the DM to determine if/how the PCs might find this door. It is highly unlikely that they will discover the door while being buffeted about by the wind.

5. Unstable Tunnel

As the party exits the Hall of the Winds, they find themselves in a long corridor. Rubble, stone blocks, bones and other debris make footing uncertain. To the north, the corridor has collapsed completely. Every word the PCs utter in this corridor causes dust to sift down on them from above. Shouting is 50% likely to cause enough rubble to fall to cause 1-8 PCs 1-6 pts damage (Dex or less on d20 for half damage).

Two rounds after the PCs enter this corridor a spectral form rises out of the rubble to the north. This is the last remaining underpriest - who is now a Spectre who will attack the party. Melee in this corridor will cause the roof to collapse completely. PCs who are caught in the cave in will be trapped under tons of stone and earth and will be dead, unless extreme measures are taken. The roof takes 3 rounds to completely fall in (so unconscious or otherwise immobile PCs are the only ones likely to be caught in the cave in). The Spectre will fly out of the collapsing tunnel past the characters, ignoring any attacks.

SPECTRE: AC 2; MV 120; HD 7+3; hp 38; THAC0 13; #AT 1; D 1-8; SA Energy drain (2 lvs); SD +1 wpn to-hit, Immune to some magic; SZ M; Int High; AL LE; XP 2,030 (MM)

6. The Sanctuary

This corridor opens to a large trapezoidal room. A smooth, jet black pillar divides the entry area. Beyond are rows of pews facing a large black altar. Beyond the altar, the corner of the room is shadowed in inky darkness.

The Pillar

The pillar is polished black obsidian. It is smooth and cool to the touch. On the side facing the altar is a single rune - a square inside a circle inside a square. If the rune is traced, Continual Darkness (at 20th level) will descend on a 100' radius of the pillar.

The Altar

The altar is jet black obsidian with runes covering the sides. Two huge winged forms carved of the same inky black stone rise from the ends of the altar and curve over the top. Evil, misshapen faces leer down on the sacrifice area as carved claws seem to reach for the platform, ready to snatch the victim.

This very unholy place is where the rites of the Elder Elemental God were performed. The sense of evil here is palpable. If any good creature comes within 5' of the altar, the top row of the runes begins to glow blue and all good characters within 20' radius of the altar must save vs. magic or temporarily be reduced to Strength of 3 and a Constitution of 3. The effect of this reduction may cause the character to collapse unconscious for 2-8 rounds (system shock roll). Weakened characters will be able to hold very little and may collapse under the weight of armor, packs, etc.

Those who make their initial saves feel an intense sense of dread in this place. The save must be made every round that a good character is within 5' of the altar. Paladins and devout followers

of good faiths should feel compelled to destroy this altar and the wickedness that it represents.

It has been more than a hundred years since anything but evil creatures have been sacrificed on this altar, and decades since a sacrifice at all. The high priest is eager to capture the attention of the He Who Must Not Be Named with a proper sacrifice.

Any captured characters or henchmen will be sacrificed on this altar (see above for the undead tactics concerning capturing the party) in order to summon the Elder Elemental God. If a good human or demi-human is sacrificed on the altar there is a 50% chance it will attract the attention of either the Old One living in the Dark Air (95%) or the Unspeakable One himself (5%). The Old One is a servant of the Elder Elemental God but knows the nameless one sleeps in his prison and has been impersonating the deity for centuries, hungering for the sacrifices brought by the high priest. If the Old One enters the chamber it will demand more sacrifices, more blood shed to feed the hungering of the nameless one.

The Unspeakable One cannot answer this summons directly (the proper rites have not been accomplished...yet), but he will send 1-6 Byakhee to attack anyone so brash as to speak the god's name. The Byakhee will attack the high priest and anyone else in the room. The melee is likely to attract the attention of the Old One in the Dark Air (see below).

The Ambush

If the party is rushing to this room from the collapsing tunnel, the High Priest (who is now a lich) will be waiting to ambush the party from behind the huge black pillar. The High Priest Arashaam's desire is to capture the PCs to offer them on the altar and summon He Who Must Not Be Named, the Lord of the Air. His tactics, therefore, will be to stun or otherwise subdue the PCs, bind them and take them to the Sanctuary, where the power of the altar will keep the PCs in a weakened state while the Lich prepares the rites to contact his god.

First, the High Priest will trace the continual darkness rune on the pillar. This will take a round to accomplish, but he will do so while the party is in the corridor (possibly as soon as they enter the corridor). He will then prepare spells and engage in melee. If the Spectre survives the corridor, it will also attack, though without as much regard for not harming the PCs.

The High Priest Arashaam

LICH: AC 0; MV 60; HD 11; hp 65; THAC0 10; #AT 1; D 1-10; SA Spells as C20, Paralyzing Touch, Cause Fear; SD +1 wpn to-hit, Immune to Sleep/Charm/Enfeeblement/Polymorph, cold, electricity, insanity or death magics; SZ M; Int S-Gen; AL NE; XP 11,540 (MM)

Arashaam attacks with a mace +2 in melee and wears a gold and gem wrought ceremonial torc - worth 12,000 gp (the primary gem in it is a 5,000 gp orange jacinth - along with other lesser stones). A ring on his finger will radiate magic if detected, but it is not a magical ring per se - the 1,000 gp ruby in it contains a magic jarred demon. Arashaam has no idea how to recall the demon.

In addition to standard lich immunities (sleep, cold, etc), this creature is immune to any spells of an air or wind nature. Air Walk and Wind Walk are usable at will, Command Air (new spell) 3x per day, Summon/Conjure Air Elemental 1x week.

This lich was a 20th level Cleric in life.

Spells:

Level 1: Ceremony, Curse(x3), Detect Good, Darkness, Cause Fear(x2), Protection from Good(x2)

Level 2: Augury, Chant, Enthrall, Hold Person(x2), Holy Symbol, Resist Fire, Silence 15' Radius (x2)

Level 3: Animate Dead, Cause Paralysis(x2), Continual Darkness, Cause Blindness, Dispel Magic, Glyph of Warding, Meld Into Stone, Prayer

Level 4: Cause Serious Wounds(x3), Cloak of Fear, Divination, Protection from Good 10' Radius, Spell Immunity(x2)

Level 5: Commune, Cause Critical Wounds, Dispel Good, Flamestrike, Plane Shift, Slay Living, True Seeing

Level 6: Aerial Servant, Blade Barrier, Harm, Stone Tell, Word of Recall

Level 7: Symbol, Wind Walk

7. The Dark Air (The Deep Darkness)

This crevasse runs 2000' long and is a mile deep. Water rushes down into the abyss somewhere far away. If the PCs try to enter this area, it is so dark that normal light does not penetrate it and magical light only reaches a 5' radius. Infravision and Ultravision work at 6' range. Darkvision functions normally. Deep in this crevasse lairs an Old One. If the rite of sacrifice is accomplished, the Old One (a Shoggoth) might stir to receive the sacrifice. It has been in stasis for some time as the temple's sacrifices have suffered both in quality and quantity over the past several decades. Melee in the Sanctuary is likely to attract the Old One's attention.

The Old One's lair is 1000' feet down and 1000' out from the opening in the Sanctuary. It dwells with servant jellies and oozes and has a huge treasure hoard (drawing from millennia of sacrifices). Such a lair is beyond the scope of this adventure but the DM is encouraged to create such.

The Dark Air is home to thousands of bats, hundreds of gloomwings and a vargouille which has escaped the attention of the Old One. Occasionally, Cloakers and Cave Fishers wander into the cave to feed on the prey. Somewhere, high overhead, a crevice becomes a chimney that leads to the surface.

The Old One (Shoggoth) AC 1; MV 90; HD 20; hp 113; THAC0 7; #AT 2; D 3-30/3-30; SA Nil; SD +1 wpn to-hit, Immune to weakness, paralysis and charm, magic resistance 30%; SZ L (15' tall); Int Low; AL CE; XP 9, 890 (D&DG)

8. The High Priest's Antechamber

The furniture in this room has moldered - water drips from the ceiling to a small pool in the southeast corner.

9. The High Priest's Inner Chamber

This was the high priest's bedroom. Normal items (bed, wardrobe, table, desk, chest, etc). The chest is locked and trapped (poison gas save or die). Inside is 3214 gp, 4111 cp, a gem encrusted chalice (1,200 gp) two gem encrusted daggers (1250 gp each) several worthless scrolls (damaged), a potion of heroism, a decanter of endless water, 35 gems (values: 5x2, 10, 20, 35, 50x3, 60,75,100x2, 400, 450, 500x4, 650, 1000x2 gp), 14 pieces of jewelry (200, 300, 600, 800x2, 1400, 3000x2, 4000x2, 5000x2, 8000, 12000 gp).

10. The High Priest's Private Chapel

This room contains a statue of Hastur before which is a small altar with a golden bowl (120 gp) on it. Candles and candelabras are scattered about the room. The High Priest would sacrifice his own blood to his god at this altar - occasionally the blood of his lovers as well.

11. Portal to the Plane of Air

The ritual for opening this portal requires the sacrifice of a non-evil flying creature. It will take the opener(s) to a huge palace filled with Byakhees on the Plane of Air.

12. Sloping Corridor

The corridor begins sloping noticeably downward here for about 50' (it drops 12' in that 50', so it's a pretty steep descent). Between these slopes, the corridor height drops to 7'. The corridor goes under the main corridor. If the main corridor above experiences a cave-in, there is a 40% chance that this corridor will cave in, too.

13. Chambers of the Acolytes and Underpriests

These rooms contain broken furniture, shattered glass, bones and fragments of clothing and armor. 4 Megalo-Centipedes nest here:

Megalo-centipede: AC 5; MV 180; HD 3; hp 12,13,15,17; THAC0 16; #AT 1; D 1-3; SA Poison; SZ M; Int Anim; AL N; XP 161, 164, 170, 176 (MM2)

Thoroughly searching the area will reveal 1-100 sp, a small brass holy symbol of Hastur (worth 1 gp, but is considered an evil item to have in possession by those who know of the evil elemental gods). Hidden behind a false panel (treat as secret door) is one of the underpriest's treasure hoards (5,978 gp, a potion of clairvoyance and a girdle of hill giant strength. This belonged to the spectre in area 5 and if it is discovered and disturbed, the spectre will come within one round and attack (if it has not already been destroyed).

14. Sacrifice Cells

The larger room here was the jailer's quarters, the cells were where sacrifices were held for the rituals performed in homage to the One Who Must Not Be Named. They are empty.

15. To the Dark Air

This winding, sloping corridor leads into the heart of the cavern of Dark Air (see 7 Dark Air above). Alternately, the DM can have the corridor taper off to a caved-in area.

New Spell

Command Air (Alteration)

Level: 6 Components: V, S, M

Range: 0 Casting Time: 5 segments

Duration: 1 Turn/level Saving Throw: None

Area of Effect: 10' diameter globe

Explanation/Description: This spell is similar to the Druid spell Control Winds. When the spell is cast, the cleric takes control of the wind, causing it to do his or her bidding in a 10' diameter around the caster, commanding wind speeds up to 10x the caster's level (i.e. the caster can add up to 10x his or her level to the ambient wind speed - or subtract up to his or her level from the ambient wind speed). The controlled wind does no damage to the caster or anything on his or her person. The effect lasts for a number of rounds equal to the spell caster's level. The spell requires the dying blood (that is, the creature has to be killed as the spell is being cast) of a non-insect flying creature - birds, dragons, demons, faeries, etc.

New Monster

Califan

FREQUENCY: Uncommon

NO. APPEARING: 1-3

ARMOR CLASS: 4

MOVE: 100 (leap, see below)

HIT DICE: 7+2

% IN LAIR: 50%

TREASURE TYPE: B

NO. OF ATTACKS: 4-32 claws/1 bite

DAMAGE/ATTACK: 4-32/1-12

SPECIAL ATTACKS: leaping

SPECIAL DEFENSES: immune to poison, sleep, hold, charm

MAGIC RESISTANCE: 40%

INTELLIGENCE: Average

ALIGNMENT: Neutral

SIZE: L (25' long)

PSIONIC ABILITY: Nil

Attack/Defense Modes: Nil/nil

Level/X.P. Value: VIII/1275 + 10/hp

The Califan is a huge, centipede-like creature. It has a segmented body and dozens of legs. Its mouth is lined with two huge mandibles and long antennae extend from the front of its head. Califan cannot see well, but sense vibrations in the floor and in the air with their antennae. If the antennae are cut, the creature is effectively blinded and will thrash about, lashing out randomly. If the creature can secure a steady food supply, the antennae will grow back in 1d4 weeks.

The Califan's primary attack is a leaping attack. The Califan can leap from up to 30' away, as high as 20' in the air, landing with 4-32 of its sharp legs (for one point of damage each - armor reduces the damage to half) while simultaneously sinking its mandibles into the victim for 1-12 points of damage. It will then leap off its victim either onto another victim or to a vantage point to make another leaping attack. If the party can keep the Califan from leaping, they reduce it to simply attacking with its bite.

Of only average intelligence, Califan are clever and adapt to their environments. Their favorite prey is cave fisher, though they will attack anything smaller than themselves.

Not-So New Monsters -

Found in the Original Release of Deities and Demi-Gods

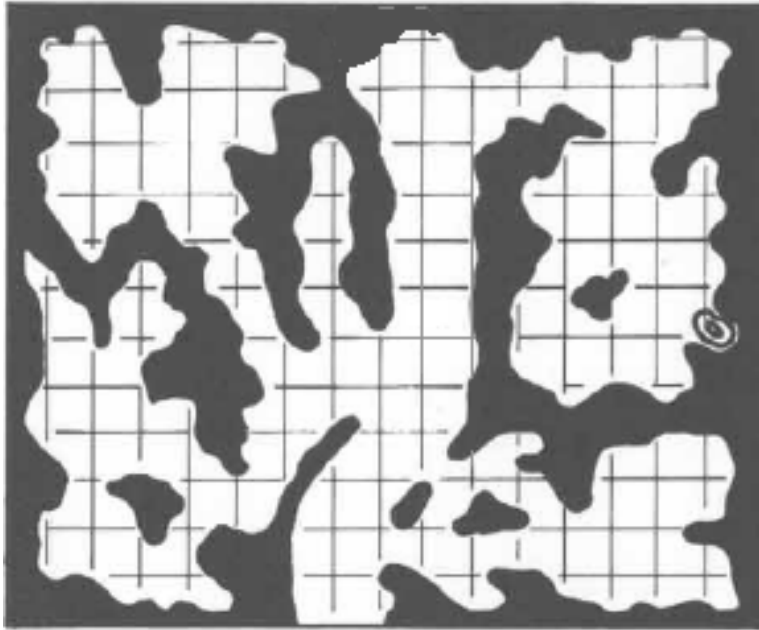
Byakhee (Servants of Hastur)

Shoggoth (The Old One)

Hastur the Unspeakable - He Who Must Not Be Named

EDITED: Corrected the maps, and an omission

ENCOUNTER AREA R/9: MAP A



ENCOUNTER AREA R/9

Wererats' Warren by Eldersphinx

This area is home to wererats that have allied with the mind flayers in this part of the underworld. Any party that has previously shown hostility towards the illithids will surely face a stiff fight should they intrude into this area.

The first hazard to incoming adventurers consists of a combination of a pit-trap and scything blades mounted in each wall. The pit is an obvious hazard, 20' deep and with 3' wide ledges on either side. However, should any character simply step around the pit without checking for other traps, they will trigger the wall-mounted blades, which strike (at thigh height on a man-sized creature) as an 8 HD monster for 2d6 damage each. On a successful hit by the blades, the unfortunate victim must save against death magic or be knocked into the pit below! The wererats commonly deal with this trap by assuming giant rat form and scampering underneath the blades, or else climbing into and out of the pit.

In the tunnel beyond the pit trap reside both a patrol of four wererat guards (H.P.: 19, 18, 16, 15) armed with **drow short swords +1**, and a pack of seven giant rats (H.P.: 3 each) that have been specially trained by the wererat chieftain. Each giant rat can hide in shadows and move silently (as a thief) with 70% proficiency, as well as pick pockets at a success rate of 50%. They will attempt to use this last ability to snatch scroll cases, visible papers, and the like. The rats lack the intelligence to distinguish magical from nonmagical items, but can instinctively recognize paper and parchment by sight/smell. If such a prize is claimed, the rat will attempt to flee combat and return the item to its master.

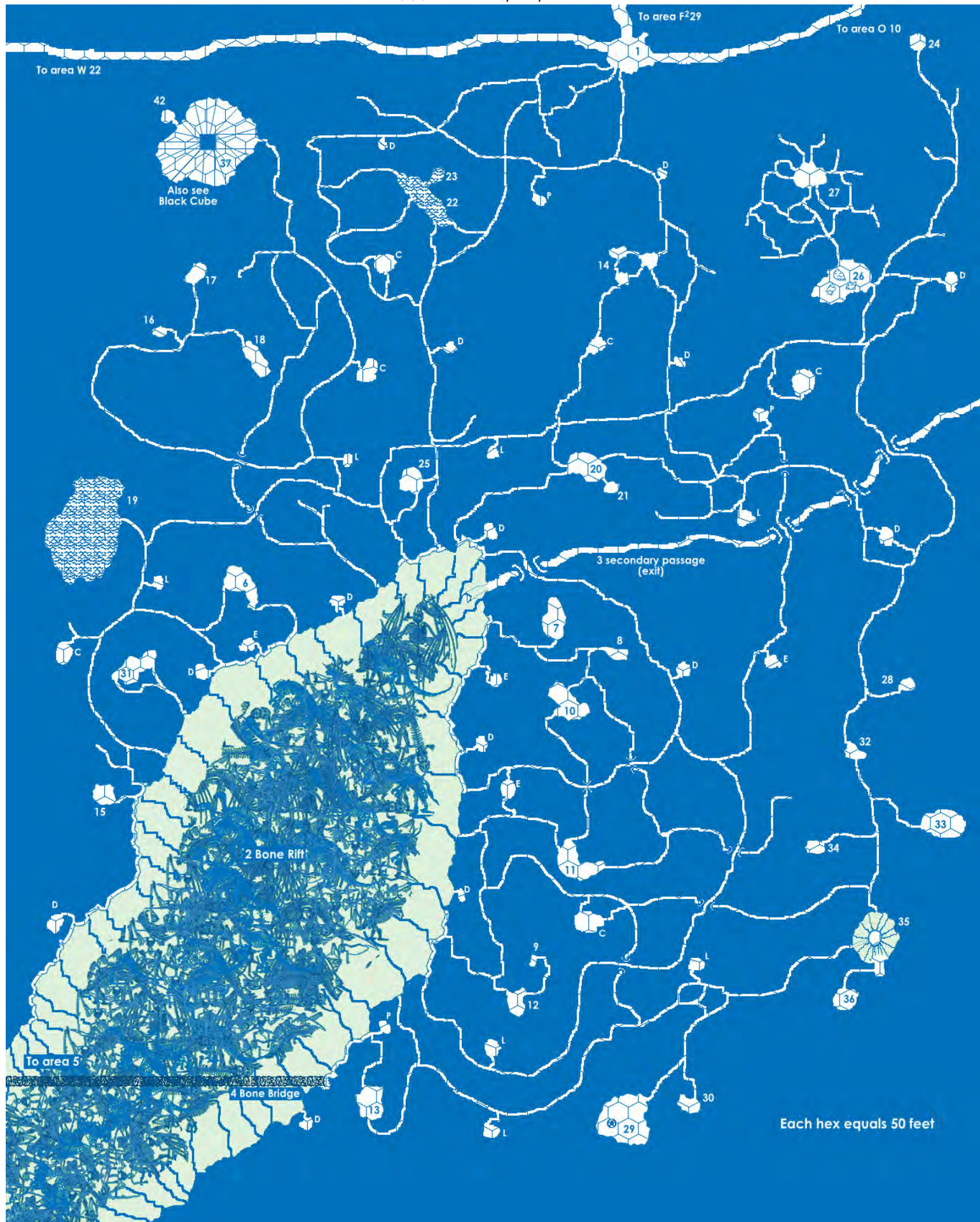
Three of the smaller chambers off the corridor are home to the ratmen and their pets. Each chamber contains 2-7 wererats (each with H.P.: 14) and 3-12 giant rats (H.P.: 2 each, and without the thief abilities of their brethren listed above). Ratmen are 75% likely to be armed with a **drow short sword +1** or **drow dagger +1** (equal odds of either). The inhabitants in each cave will not join any general defense of the area unless victory seems certain. Treasure in each cave comes to 1,000-4,000 copper pieces and 300-1,800 silver pieces.

The final cave in the encounter area is home to the chieftain of the wererats (H.P. 29; fights as a 6 HD monster) and his three consorts (H.P.: 22, 21, 19; each fights as a 4 HD monster). The consorts each carry **drow short swords +2**. The chieftain bears a **spear +3** (of surface make) and also carries **magic-user scrolls** of **ray of enfeeblement**; **web**; **fireball**; **minor globe of invulnerability**; that he may read from as would a master

thief. These creatures will fight to the death against any intruding party. A small coffer set against one wall holds the treasure of this place: 500 gold pieces and 300 platinum pieces, three blocks of **incense of meditation**, and a small **brass ring** which radiates magic. If the brass ring is placed on a finger, the wearer will feel an odd mental pressure coming from the northwest (originating from the mind flayers' gate, in U/13-V/14) and will afterwards be able to determine direction to the latter encounter area with but a moment's thought, as long as the ring is worn.

Once this encounter area is cleared, reduce numbers of wererats encountered (in both pre-written encounter areas and in random encounters) by half.

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



ENCOUNTER AREA S/17-T/17

The Ghoulish Warrens by Marco

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 ghoulish 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 ghoulish 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 Ghouls: Groups of ghouls and ghouls 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, owlbears, 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. Biped 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 **blessed**, 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.

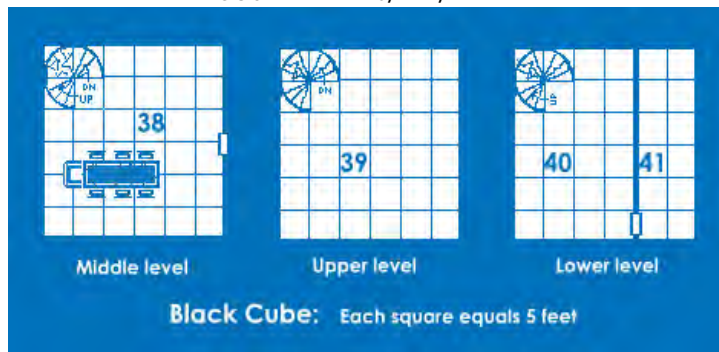
37. CAVERN OF THE CONCLAVE: This place is a huge shaft, lit by a strange green light from above and below, with the entrance opening onto an 8' ledge on the south wall. The shaft extends out of sight, 250' overhead and 450' below. Before the characters is large black stone cube, 30' to a side, suspended 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 vlocks 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. **SPYmistress' 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. BLOODLETING 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.

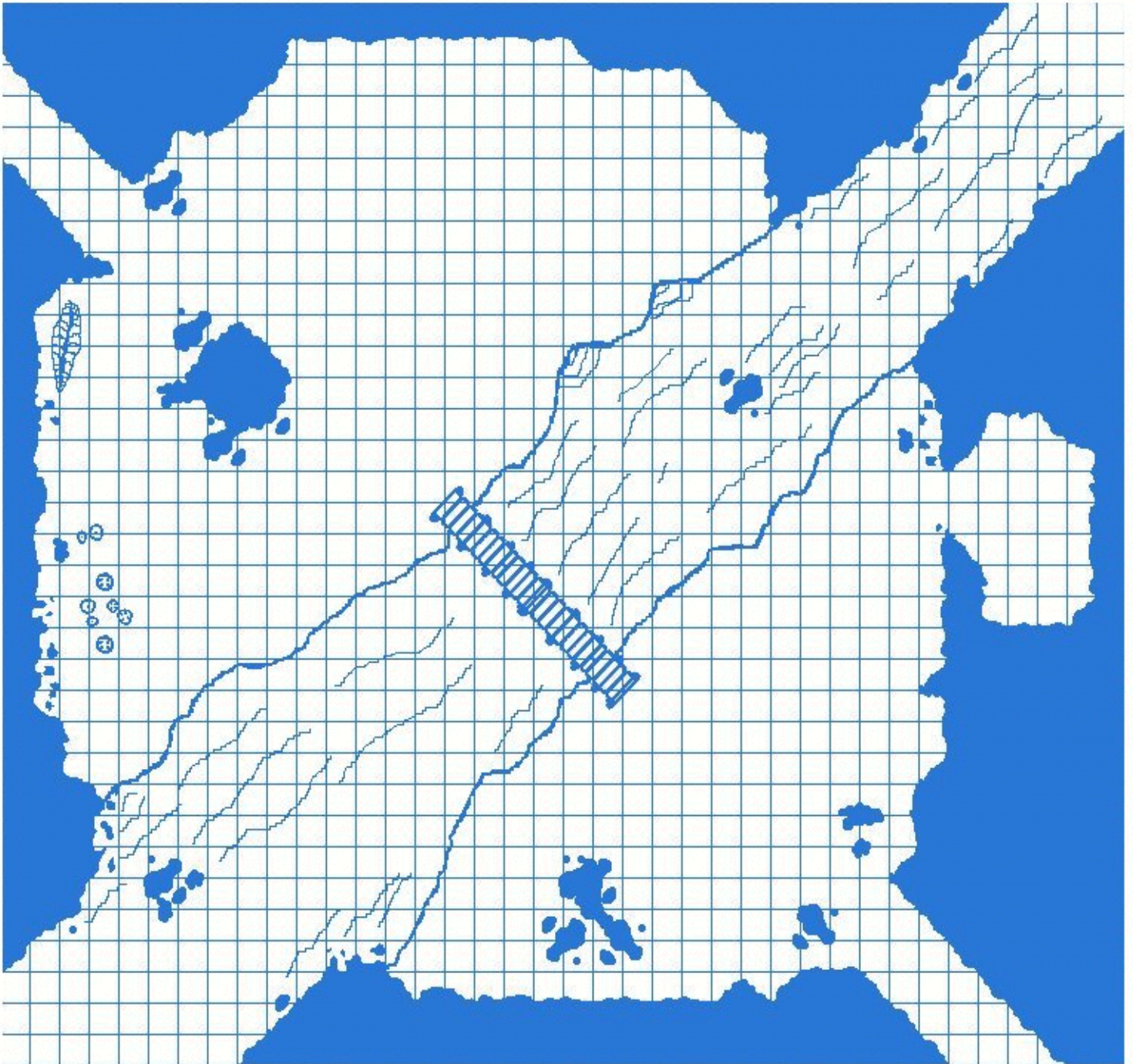
Aside from summoning via talisman, a gnoll shaman may call on Yeenoghu for assistance, who may send a shoosuva with a chance of 2% per petitioner's clerical level. The shoosuva remains 1 round per shaman's level, and it provides any advice Yeenoghu is able and willing to give. The shoosuva also defends 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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ENCOUNTER AREA S/27: MAP A



ENCOUNTER AREA S/27

Stone Giant Mining Project by thenraine

The well-lit entranceways to this cavern are easily seen from 100' away. The cavern itself is large, some 300' in diameter, and has an 80' wide river flowing through its center. A sturdy, 20' wide wooden bridge spans the river. Gnomes and dwarves will probably note that this cavern has recently been enlarged, with much fresh excavation occurring on the northern side of the bridge.

In the cavern, 12 stone giants (AC 0; H.P.: 65, 55, 50, 49, 48 x2, 45 x3, 44, 43, 42) are hard at work. They have set up a mining operation to mine for diamonds, gems, and precious metals. Several conveyor-type, water-

powered apparatuses are set up for sifting earth and rock on the north side of the cavern. These apparatuses make quite a bit of loud noise while in operation. Several long sluice boxes for the separation of gold dust and other precious metals from soils are visible as well. Mining carts, loaded with unwanted soil and rock, are constantly being rolled over to a large crevasse to be dumped by these mighty giants.

There are 2 stone giant guards (H.P.: 50, 49) - one posted at either entranceway. If the party openly approaches the cavern, a guard will sound a loud horn, and all the stone giants will cease their mining activities. All noise from the excavating machines will cease within one round.

The stone giants will confront those that enter the cavern. Their leader,

Bigwig (H.P.: 65) will pronounce in the common tongue, "There are no other mining claims in this area! This mining operation belongs to stone giants alone! Please state your business, we have work to do!" Bigwig is reasonable, for a stone giant, and will be willing to sell common goods at three times the normal asking price. Bigwig has a well-stocked storeroom and is resupplied every two weeks when new stone giants arrive to replace weary workers completing their shift.

If the party mentions being at odds with the drow, it will make the stone giants favorable to them. The stone giants consider the drow as untrustworthy usurpers! Peaceful discussion will result in an invitation by Bigwig to retire to a small cave at the back of the cavern.

In this little cave, animal furs are piled everywhere to form crude sofas and chairs. In the center of the room is a fire pit with a rothe roasting over it on a spit. Several large filets of smoked fish hang from strings around the pit. A large crock of tasty, spicy mushroom soup and a large barrel of ale are available to round out a meal! Bigwig, if on friendly terms, will discuss their journey while relaxing and sharing a good meal. At the back of the cave, barrels and crates of provisions are piled high. Three of the nondescript barrels are filled with gold dust (value 10,000 g.p. each). Two of the chests are locked. One has a poison needle trap (save vs poison or die) and contains 500 gems worth a total of 75,000 g.p.. The other #2 contains 12,500 g.p..

Bigwig may ask the party for help if they seem sufficiently trustworthy! A drow patrol is in the area and has been heavily taxing the giants. Bigwig would be free of them! As a reward for the party's help, he will offer the party 50% of all treasure seized from the drow in addition to a djinni bottle containing a noble djinni named Valoo! (will grant 1-3 wishes at DM's discretion!) Bigwig has enjoyed holding him captive for the past 2 years, but is far too superstitious to trust a creature that doesn't keep his feet on the ground like a good stone giant! Therefore, Bigwig has never opened the bottle and will not be too sorry to see it go!

Bigwig has a small dwarf named Ozark (6th level fighter, AC 5 due to chain mail; H.P.: 54; S:14 I:17 W:14 D:12 C:18 CH:14; AL:NG) in his employ who is the resident gemcutter for the operation and is also the mechanic/engineer for the equipment. He will assist the party in restocking their goods at Bigwig's request. Ozark is not bound to his employer and is free to take up with the party if the opportunity arises!

- DROW PATROL:**
- 2 2nd level male fighters (AC 1; H.P.:9; SA: **dancing lights, darkness, faerie fire**) **drow +1 chain mail, drow+1 buckler, drow+1 dagger, drow+1 short sword** and hand crossbow(6" max range), 10 poisoned bolts(1-3 H.P.: damage + save vs. poison or sleep 3-12 turns)
 - 8 3rd level female fighters (AC 0; H.P.:15; SA: **clairvoyance, dancing lights, darkness, detect lie, dispel magic, faerie fire, suggestion**) **drow+1 chain mail, drow+1 buckler, drow+2 short sword**
 - 1 4th level male fighter (AC -2; H.P.:18; SA: **dancing lights, darkness, faerie fire**) **drow+2 chain mail, drow+2 buckler, drow +1 dagger, drow +1 short sword**, atlatl, 3 poisoned javelins (2-7 H.P. damage + sleep poison)
 - 1 5th level female fighter(AC -2; H.P.: 25; SA: as 3rd level + **detect magic, know alignment, levitate**) **drow+2 chain mail, drow +2 buckler, drow +2 dagger, drow+2 short sword**, atlatl, 3 javelins(D: 2-7 H.P. + sleep poison)
 - 1 5th/5th level male fighter/magic-user (AC-3; H.P.:23; SA: **dancing lights, darkness, faerie fire, spells**) **drow +2 chain mail, drow +2 buckler, drow +2 dagger, drow +2 short sword.**

First Level: **comprehend languages, detect magic, magic missile (X2), sleep**

Second Level: **know alignment, levitate, mirror image, web**

Third Level: **fireball**

- 1 7th level female cleric (AC -5; H.P.: 35; SA: as 5th level female + spells) **drow +3 chain mail, drow +3 buckler, drow +3 mace**

First Level: **cause light wounds, cure light wounds(X2), fear**

Second Level: **hold person(X2), silence 15' radius**

Third Level: **cause blindness, prayer**

Fourth Level: **tongues**

Mercenaries:

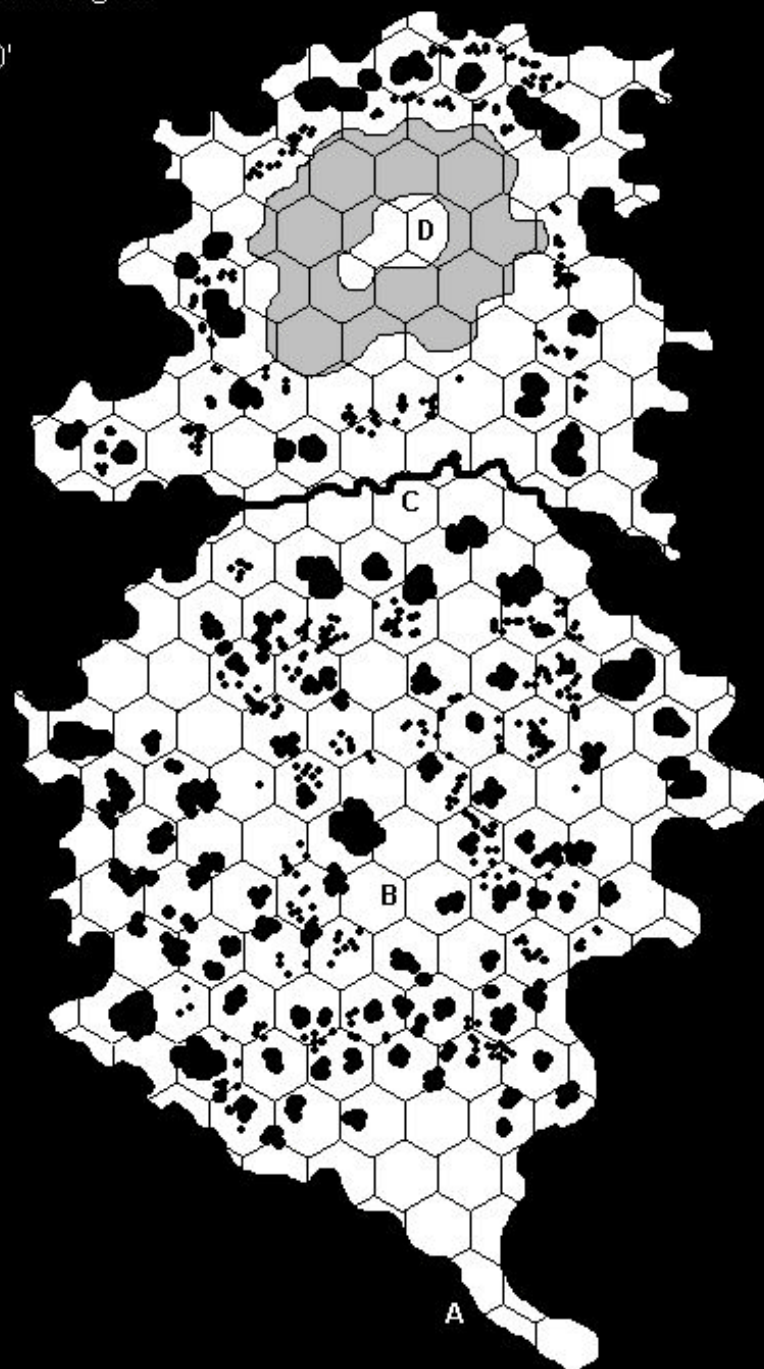
- 2 fire giants (AC 3; H.P.: 62, 60; D: 5-30) armed with swords and 2 small boulders each
- 4 giant trolls (AC 4; H.P.:45, 43, 40, 38; SD: regenerate)
- 1 two headed giant troll (AC 4; H.P.:60; SD: regenerate)
- 1 bugbear leader (AC 3; H.P.:24) armed as below with +3 damage bonus.
- 15 bugbears (AC 3; H.P.:15 each)armed with heavy morning stars (+2 damage) 2 spears each, ring mail and shield

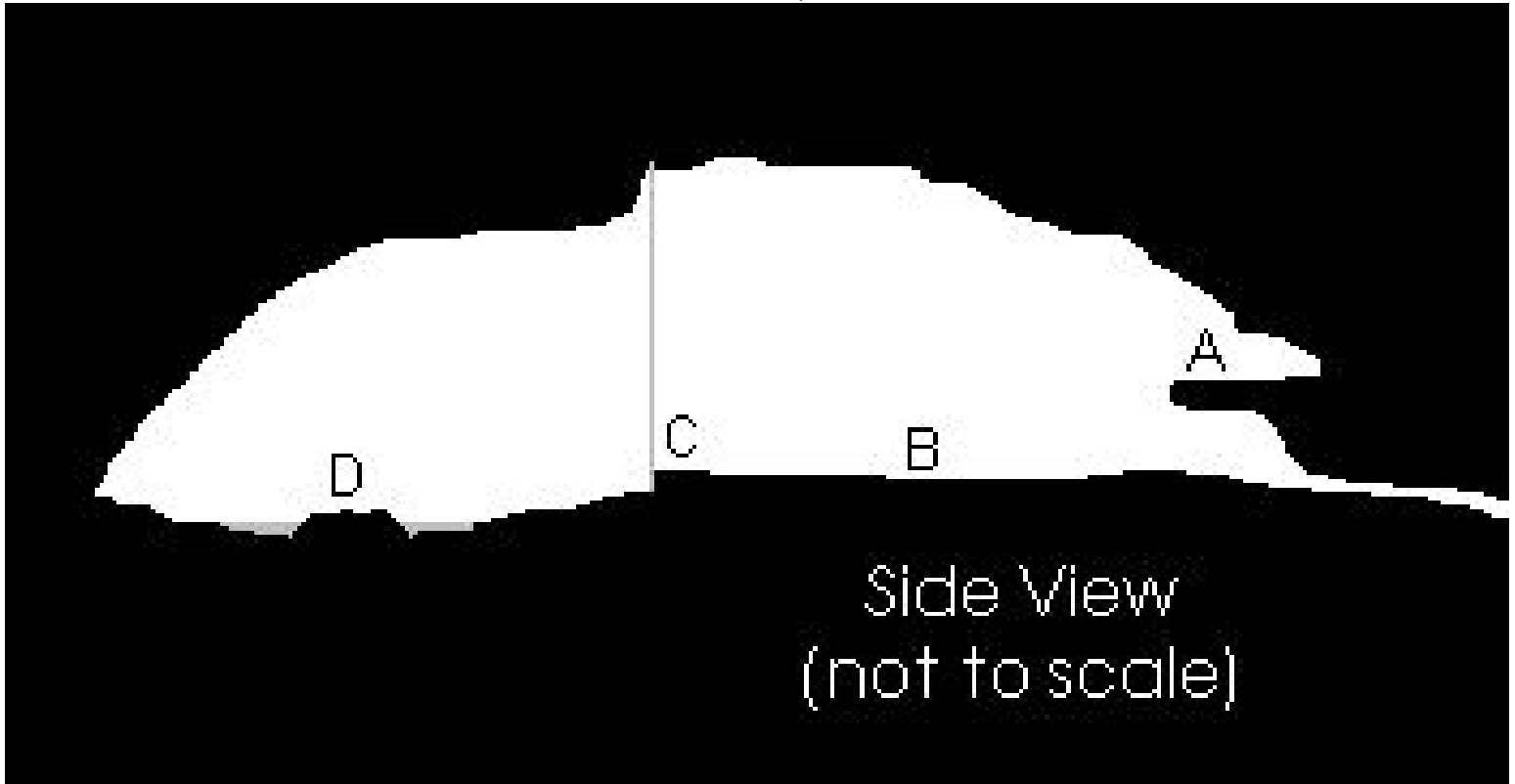
Treasure to be determined randomly by type, except for the drow cleric who has a flawless pearl necklace valued at 11,000 g.p., 1 diamond ring worth 5,000 g.p., and a pouch containing 4 rubies(1 x 5,000 g.p., 2 x 2,000 g.p., 2 x 1,000 g.p.).

FINAL NOTE: In the unfortunate event the party attacks the stone giants, the giants will fight to the death. Due to the mining activities surrounding them, they have unlimited throwing rocks at their disposal.

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

ENCOUNTER AREA U/13-V/14

AT THE GATE OF DA-MUR-SHOU (A Mind Flayer Outpost) by Runecrow

NOTES FOR THE DUNGEON MASTER: The mind flayer outpost is located in a notably chilly and damp rocky cavern; vapors issue from the mouths of warm-blooded creatures as they breathe. Sprouting from myriad rock outcroppings in the cavern are quartz-like crystalline structures, some as large as small trees. Light sources reflect and refract off the crystals sending prismatic bars dancing through the air and across the rocks. The crystals inherently shine brightly in the ultraviolet spectrum and any being with ultravision can see in this cavern as well as any surface being is able to see in bright daylight. The cavern is also covered by much finer crystals which twinkle in the presence of light. The tiny crystals that are beyond the immediate area of light sources likewise twinkle in the darkness, shining in all directions like the star-filled canopy of the skies of surface world. The mind flayer outpost lies on the rocky slope of the northern section of the cavern. It has been designed from the rock of the cavern itself and as such there are no hewn stones or blocks; the entire outpost is of smooth and unbroken stone. The northern slope of the cavern, as well as the exterior of the outpost, is covered by a black moss which causes the outpost to be rather well-concealed. Anyone venturing within 60' of the face of the rocky structure will notice a subdued, purplish hue emanating from within the central hall.

Some time ago, the mind flayers established the outpost for the main purpose of harvesting the weird crystal growing in the caverns. The crystals have a psionic quality to them and are semi-intelligent. Any psionic being will immediately recognize this fact when they enter the cavern. The mind flayers use their slaves to gather the crystalline formations that are grown in the caverns beneath the outpost. They are then transported back to the mind flayer city for a variety of malevolent purposes.

DOORS AND CEILINGS: The portals in the outpost are made of stone and require an open doors roll. However, a cut piece of the psionic crystal has been set into the face of each door, allowing any psionic being to open the door by mere mental command. Unless otherwise noted, all ceilings within the outpost are 10' in height.

ILLUMINATION: Except when otherwise noted, all rooms in the outpost have no illumination.

RANDOM ENCOUNTERS: If the dice result in a random encounter, a d10 is rolled. A result of 1-7 indicates a random encounter with a single mind flayer from room 16. A result of 8-10 indicates no random encounter, but that 3 additional mind flayers (H.P.: 30, 35, 39; PS: 269, 250, 241) have returned to the outpost from their expeditions beyond. These mind flayers will then be encountered in room 16 along with the other mind flayers already there. Note that these mind flayers will pass through rooms 1, 2, 6, and 10 to get to room 16 and any characters in these rooms at the time will encounter the returning mind flayers. Parties will have but a single random encounter in the outpost. As soon as a single mind flayer is encountered - or a single psionic manifestation occurs in any way - the savant will become immediately aware of the intruders and initiate a telepathic alarm to all mind flayers in the outpost. He will also recall the other 3 mind flayers not presently at the outpost. If they have not yet returned, they will arrive in 2 - 16 turns.

1. ENTRYWAY: A flight of thirteen arcing, stone stairs leads up to the wide entrance to the outpost. There are six 10' tall pillars at the entrance, spanning from ceiling to floor. The statues have the form of slender, robed mind flayers with heads bowed and hoods drawn up. Their hands are to their sides. Black, mossy vines hang from above, draped over the entrance to the outpost. The vine growth is not heavy, and conceals but little of what lies beyond. They are easily passed through. The sound of dripping water can be heard from within and an eerie, purplish glow emanates from beyond the main entrance. The subdued light wavers as if dancing off a watery surface. The subtle shadows of the pillars ripple as the light wavers. The pillars are actually a form of caryatid column which will animate to prevent entrance and exit to the outpost by any being who is not a mind flayer.

Beyond the pillars is a 30' diameter circle of black material inlaid into the floor of the entryway. The circumference of the circle is adorned by the strange symbols in the mind flayer tongue. The interior area of the circle has many lines and curves laid in it, creating some dark sigil. The mind flayers call this the Entropic Seal. It is used in the bizarre rituals of the mind flayers in devotion to the Outer Mind.

Four pillars of a warped, greenish-black stone stand evenly spaced at the western edge of the entrance. Just beyond these pillars can be seen the still form of some monstrous shape. The purplish illumination comes from the area of the shape, and the flickering and quavering light spilling through the grotesque pillars, is somewhat disorientating to good-aligned characters, but otherwise causes no ill effect.

2. SHRINE OF THE OUTER MIND: Bounded at east and west by four warped pillars of greenish-black, this area is dominated by an 8' tall statue of a bone-white octopus. The tentacles of the statue reach out 15' along the floor in all directions. The eyes of the statue are black pearls worth 5,000 g.p. each. A fist-sized glittering crystal is set in the statue's bulbous forehead. The crystal is worth 500 g.p. Good-aligned characters feel a strong discomfort in this area.

A 20' diameter growth of a dark moss on the ceiling directly above the statue sheds a purple luminescence. The mossy growth is very damp, and drips unceasingly into pools of water that have gathered on the floor between the outstretched tentacles of the octopoid idol. The watery motion of the light casts wiggling shadows upon the idol which causes the tentacles to appear as though they move slightly. It also reflects off the crystal in the forehead of the statue causing a weirdly distorted shimmering that will have the effect of an **emotion** spell on any non-psionic being gazing upon it. A successful save versus spells will negate this effect. The effect on good-aligned characters is that of **fear**; the effect on non-good characters is one of **hopelessness**. The effect will last for 4-16 hours.

3. SLAVE PENS: There are 14 svirfneblin slaves (H.P.: 13, 14 x5, 15, 17, 18 x3, 20, 22) in this chamber. The area is otherwise spartan, containing little more than scattered mallets, iron spikes, picks and shovels. The slaves sleep upon several large growths of black mosses. Stone stairs lead down into the crystal mines. The svirfneblin have been psionically blinded by the mind flayers and are loyal to their masters. They will attack any strangers in the outpost and attempt to raise an alarm. They will wield their mining picks as weapons.
4. SLAVE PENS: There are 9 duergar slaves (H.P.: 5, 6, 7 x3, 9 x4) in the chamber. It is otherwise identical to Area 3. The duergar will react to strangers in the same manner as the svirfneblin.
5. HARVESTED CRYSTALS: There are 6 small, wooden carts here, along with 20 large sacks and 5 lengths of 50' rope. Of the sacks, 13 are empty and the rest are filled with small crystal fragments from the mines below the outpost.
6. SLAVE SUPPLY: This area contains 9 wooden crates and 10 large, clay water-jugs. The jugs are filled with dark and brackish water (it is safe to drink, but distasteful) and the crates are filled with edible mosses, fungi, and non-perishable foodstuffs to keep the slaves alive and able to mine.
7. EMPTY CHAMBER: This area is empty.
8. GATE TO DA-MUR-SHOU: A 10' wide, violet carpet runs the length of this room, from the door in the southwest to the northeast. Unlike the curving walls of the rest of the circular area, the 10' by 10' section of the northeast wall where the carpet ends is smooth, square and level. Around the edges of the square section, many runes and sigils are inlaid with the psionic-crystal.

This is actually a two-way gate between the outpost and the mind flayer city of Da-Mur-Shou. A psionic being may activate the gate with a series of mental commands. The portal will then remain open

for 1 round. When the portal is opened, the stone in the section of the wall will ripple like water and continue to do so until the gate closes.

9. CHAMBER OF VISIONS: Five stone chairs are evenly spaced along the walls of this circular chamber. The chairs appear to be crafted of bones and skulls. Dozens of thin mushrooms, each about 1-2' tall, grow in a 5' diameter area in the center of the chamber. The tiny, invisible spores of the mushrooms fill the air in the chamber. The mind flayers use this chamber to initiate a form of communion with the Outer Mind. The spores affect the mind flayers by enhancing their psionic awareness and causing a trance-like state in which the mind flayers receive visions that they perceive in a religious nature. The effect also allows the mind flayers to communicate with the Elder Brain of Da-Mur-Shou more efficiently as a unified mind.

The spores do not have the same effect on other beings, however. For every turn spent in the chamber, any character must save versus poison or succumb to a random form of insanity. This effect is permanent, and only a **heal** spell will allow an infected individual to recover from the malady.

10. EMPTY CHAMBER: This area is empty.
11. CORRIDOR: This wide corridor is empty. Within the central 30' section of the corridor's eastern length are 5 large, oval openings that look out over the stairs of area 12 and onto the shrine of room 2.
12. DESCENT TO LAKE HSIRKUUL: The wide flight of stone stairs leads downward into darkness. The faint sound of the lapping of water upon a shore can be heard. The stairs descend 300' to the shore of a black lake roughly 600' in diameter. The mind flayers often come to the cold, black waters to swim in their murky depths. The lake is connected to the Sunless Sea by a narrow, water-filled tunnel. 2 Mind flayers (H.P.: 27, 35; PS: 278, 263) swim quietly in the waters. If the party has made noise or carries some form of light with them, the two mind flayers will strike with surprise on a roll of 1-5, attempting to use their psionic abilities while remaining concealed from sight in the water's edge.
13. DEATH PIT: The door to this area opens up into the side of a pit that drops down 50' into room 29. The mind flayers use this as a garbage pit, feeding the crystal ooze in the cavern below with the bodies of disfavored slaves, slaves whose brains have been devoured by the mind flayers, and other refuse.
14. EXPERIMENTATION CHAMBER: The concealed door to this room opens easily inward. It is subtly fashioned to appear as nothing more than a continuation of the stairway wall. The room contains two stone tables. The curved, stone shelves along the southern wall hold many strange instruments of an apparently torturous nature: serrated blades; long, barbed pins; and the like. Both tables have shackles fixed to the four corners. One of the tables is bare. A male drow lies on the other table, which is surrounded by 3 mind flayers (H.P.: 26, 35, 47; PS: 289, 87 x2). Two of the mind flayers are performing a form of psionic surgery on the drow. Because of this, their psionic points are currently at 87 each. The third holds a slender, silver chain upon which is fastened a shard of the psionic crystal. The mind flayer holds the crystal above the forehead of the drow who writhes beneath it. The crystal shines brightly in the ultraviolet spectrum, but otherwise appears nondescript. The drow has been driven quite insane by the experiment.
15. WAR GAMES: An 10' wide, octagonal, stone table is in the center of this room. Eight stone chairs are fixed at each of the eight sides of the table. Small, flat, octagonal niches, sixty-four in all, line the table surface. A thin, octagonal tile made of some form of ivory and engraved with weird sigils lies in each niche. The table and tiles comprise a strategic game of telepathic war that the mind flayers engage in to hone psionic finesse. There are 2 mind flayers (H.P.: 29, 46; PS: 170 x2) seated at the table.
16. MEETING CHAMBER: A large, octagonal table of stone sits in the

center of this room. The table is 10' across and eight stone chairs are fixed at each side of the table. The mind flayers occasionally gather here in routine meeting to discuss, scheme and plan nefarious activities. Currently 4 mind flayers (H.P.: 29, 40, 43 x2; PS: 278, 333, 295, 264) are seated at the table, discussing reasonable time projections for the total domination of the subsurface world by their kind. A basin sits in the midst of the table. It is filled with liquid plasma and contains six brains.

17. PSIONIC GUARDIAN: The walls in this room are covered with glyphs inlaid with psionic crystal. Any non-psionic being passing through the room will be attacked by an invisible psionic force. The force created by the glyphs acts as an aerial servant (H.P.: 84). It will attack until it is either defeated or the intruders have been destroyed. It can leave the room and will pursue fleeing characters. Once the psionic guardian is manifested, it will take the crystalline glyphs one full day to regain the power to manifest another.
18. PSIONIC GUARDIAN: This room is identical to room 17 in appearance. However, instead of creating a psionic force, the glyphs in this chamber will cause any non-psionic beings passing through the area to save versus petrification at -4 or be affected as by a **symbol of discord**. The crystalline glyphs are able to affect all beings in the room, but once they have been discharged, they will become dormant for one full day.

19, 20, 21: The walls of these rooms are filled with writings in the weird script of the mind flayers. The writings shed a subdued, bluish light that softly illuminates the rooms. The writings speak of things incomprehensible and alien; terrible and unsettling to the mind. Any non-illithid (or illithid-like at the discretion of the DM) reading the bizarre koan-like verses must save versus petrification or suffer an immediate affliction of mania.

19. HALL OF STILLNESS: This area is empty. Psionic beings hear a low, psionic hum in this hallway. The mind flayer savant will become immediately aware of any non-psionic being in this hallway.
20. LIBRARY: The curved walls that stand between this room and room 21 are formed with large, stone bookshelves. Hundreds upon hundreds of tomes and scroll-cases sit on the shelves. Many of the books are formed in odd designs such as trapezoidal and hexagonal, and most of them are written in the mind flayer tongue. Some few books are written in the languages of unknown beings dwelling in the vast, deep parts of the unexplored world. There is a **scroll of protection from magic** and a **scroll of protection from demons** on one shelf. Also contained among the books in the library is a **vacuous grimoire**.
21. THE PSIONIC GARDEN: This crystal garden has been cultivated by the mind flayers. It contains many growths of the psionic crystal, as well as growths of black, white, and sickly-yellow mosses and red and brown fungi. The psionic essence of the crystal has seeped its way into the subterranean flora, allowing the crystal to manifest its energy for strange effects. Any non-psionic being entering the garden and remaining for more than 1 round will provoke the crystal into causing the center area of the garden to animate into a fungi-covered moss-creature. This creature is equivalent to an 11 HD shambling mound (H.P.: 67) that is immune to **charm** and other controls. Two rounds after this creature is formed - if the intruders remain - the crystals will manifest 8 obliviax (H.P.: 2 x8) from the other mosses in the garden. The domed ceiling of the garden is 20' in height.
22. MEDITATION CHAMBER: This small room is furnished with a single ebony cushion in its middle. The room is used by resting mind flayers to undergo a meditational trance. The room is currently occupied by a mind flayer (H.P.: 33; PS: 301).
23. MEDITATION CHAMBER: This room is identical to room 22. A single mind flayer (H.P.: 41; PS: 271) is meditating in this room.
24. PSIONIC GUARDIAN: This room is identical in appearance to room 17. Any non-psionic beings passing through the room must save versus petrification. Failure means that the mind of the being is

temporarily - and quite forcefully - endowed with psionic potential. This sudden, mental shock is equivalent to the effect of a psionic crush upon the newly psionic being, and the ringing in his mind will effectively deafen him for 2-8 rounds. However, though the being has psionic potential with a psionic strength of 1, he has no psionic attack or defense modes or psionic powers. His mind is naked and vulnerable to all psionic beings within range. The effect will last for 5-30 turns. The crystalline glyphs can manifest this power once per day, affecting all beings in the room.

25. THE THRALL QUARTERS: This room serves as the quarters for the personal thrall of the mind flayer savant, a drow female by the name of Ilinzi. Against the west wall is a circular bed with fine blankets and pillows of ebon color. A small, wooden chest of drawers is against the north wall. Several pieces of dark-hued silken clothing are kept within. A stone table and chair are set in the center of the room. A silver lyre that Ilinzi is quite adept at playing sits on a wooden stand next to the table. It is worth 1,000 g.p..

The savant has engaged in psionic surgery upon the drow, and she is wholly obedient to him. Moreover, she has been fitted with a steel circlet adorned with a sliver of the psionic crystal. The circlet causes the sliver to rest against her forehead. Using the nature of the crystal, the savant has created a psionic splicing of minds between the savant and the drow. He is able to sense her every thought, and even manipulate her mind as though it were his own. The two can communicate both empathically and telepathically. In time, the distinction between the two minds has become so blurred that Ilinzi is now dependant on the circlet to keep her mind intact. If it should be removed, she will fall into a state of catatonia. She is as devious as the darkest drow, and possesses a sharply keen intellect. Because of the circlet and the savant's psionic tampering with the mind of the drow, Ilinzi is recognized as a psionic being, though she possesses no psionic abilities of her own.

Ilinzi Rauth – 12th level magic-user/11th level thief (AC 0; H.P.: 41; S 9, I 17, W 8, D 16, C 11, Ch 10; **+6 ring of protection, cloak of displacement, ring of vampiric regeneration, sword of wounding, rope of entanglement**; MR 74%; Align LE)

First Level:	charm person, magic missile, protection from good, spider climb
Second Level:	invisibility, mirror image, ray of enfeeblement, web
Third Level:	dispel magic, hold person, lightning bolt, slow
Fourth Level:	confusion, dimension door, fumble, polymorph other
Fifth Level:	cone of cold, feeblemind, teleport, wall of force
Sixth Level:	anti-magic shell

26. THE SAVANT: This is the personal quarters of the mind flayer savant (H.P.: 53). His flowing robes are jet-black, and he wears a scarab of insanity (5 charges) beneath them. The walls are adorned with black tapestries depicting hideous scenes of death and insanity. The entire place is filled with a nauseating perfume.

Area A contains a small shrine to the Outer Mind. The chamber is filled with the perfume of the vile incense burning here. It smolders from within a small, metallic, silver-blue brazier set on a short, stone pedestal. 5 unused sticks of the incense lay beside the brazier. On the back wall of the shrine is a mosaic of a deathly-white octopoid-entity with what can only be described as malevolently diabolic features.

Area B is the private meditation chamber of the savant. Nothing is here save for a silken, black pillow.

Area C contains a small, stone table with a single stone chair. The chair is crafted to appear as though it were fashioned from bones and skulls. A large book bound in black leather sits upon the tabletop, along with a pair of brass-wire-framed spectacles. It is Ilinzi's spellbook, and it is fire trapped (1d4+12). The spellbook contains the following spells:

First Level:	charm person, comprehend languages, detect magic, erase, featherfall, magic missile, protection from good, read magic, sleep, spider climb, write
Second Level:	detect good, detect invisibility, knock, locate object, mirror image, ray of enfeeblement, scare, web, wizard lock
Third Level:	blink, dispel magic, explosive runes, fly, hold person, lightning bolt, slow, suggestion, tongues
Fourth Level:	charm monster, confusion, dimension door, fear, fire trap, fumble, polymorph other, remove curse, wizard eye
Fifth Level:	cloudkill, cone of cold, contact other plane, feeblemind, hold monster, teleport, wall of force
Sixth Level:	anti-magic shell, death spell, spiritwrack

Behind the tapestry on the west wall is a secret door. It can be opened by pressing upon a small button fashioned in the form of one of the eyes of the skulls adorning the stone chair in area C.

27. SECRET CHAMBER: The mind flayers have accumulated a small amount of treasure in the time since the last shipment of valuables was sent back to the mind flayer city. Three locked, steel chests are in this secret room: one against the west wall, one against the north, and one against the south. All of the locks are trapped with poison needle traps, and all of the chests are also fire trapped (1d4+12). The northern and southern chests contain yellow mold. Opening either of the chests will cause a lead weight within the chest to fall upon the mold, releasing an explosion of yellow mold spores. Within the central chest are 5,000 platinum pieces, 4 diamonds (5,000 g.p. each), and a star-sapphire worth 15,000 g.p.
28. THE CRYSTAL MINES: The psionic crystals flourish in these caverns, being carefully cultivated by the mind flayers. The walls and ceilings of these natural caverns are completely covered with the crystals, ranging in sizes from a few inches to 5' in length. Dwarves and gnomes may note the extremely perfect symmetry of the crystals. Light sources brought into the caves will cause a prismatic explosion of color which will cause any seeing beings within the caverns to save versus petrification or be blinded for 5-20 rounds.
- For every turn spent in the caverns there is a 1 in 6 chance that 4 xorn (H.P.: 34, 37, 41, 51) will be encountered. The xorn will only be encountered once, after which they will not return.
29. LAIR OF THE CRYSTAL OOZE: A giant crystal ooze (HD 16; H.P.: 73; # AT 3; Damage 4-24) has been trapped by the mind flayers and now dwells within this large cavern. Much of the cavern is dominated by a 50' diameter pool wherein the ooze invisibly lurks.

MIND FLAYER, Savant

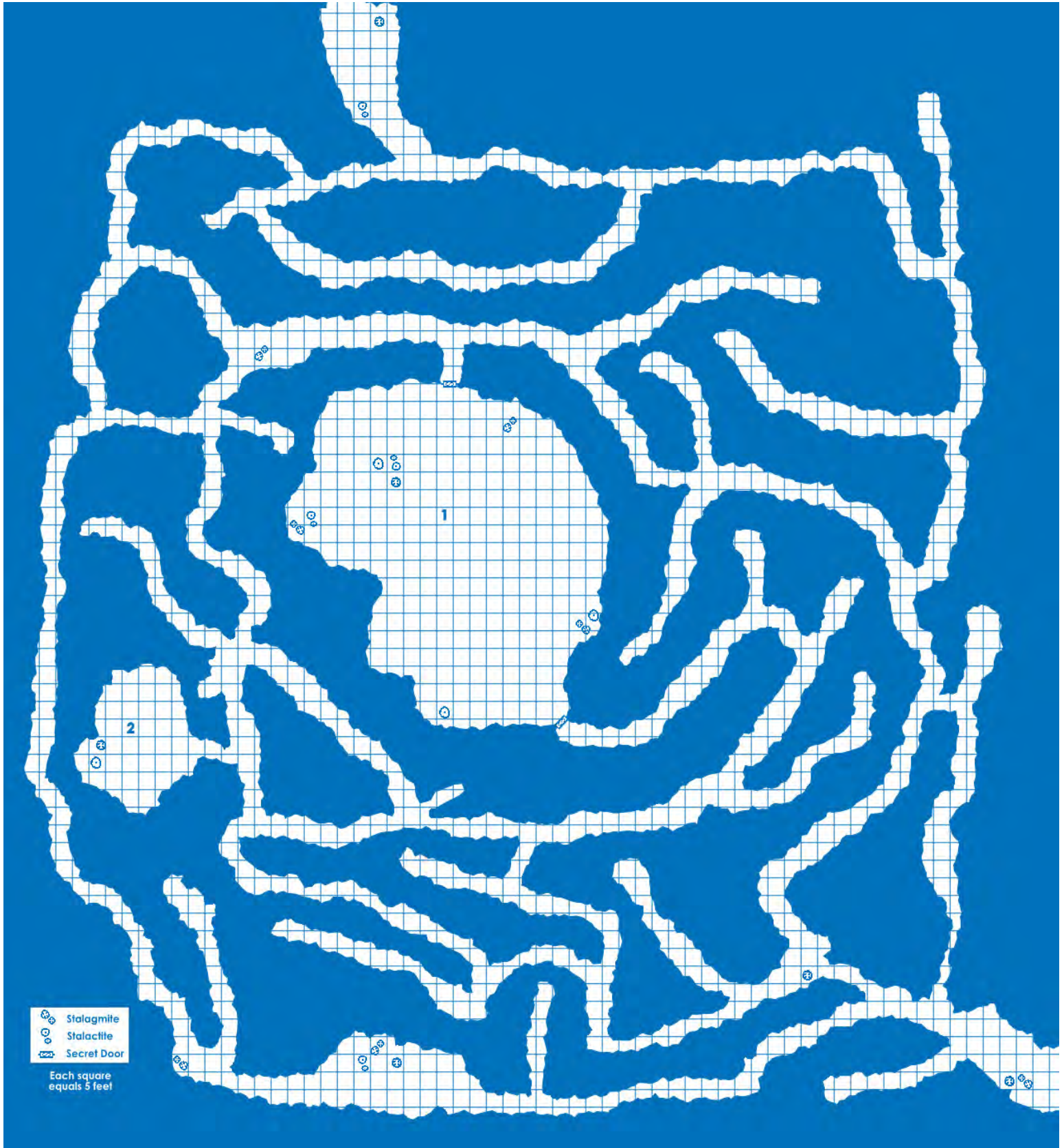
INTELLIGENCE: Supra-genius
PSIONIC ABILITY: 365
Attack/Defense Modes: All/All

Rare among mind flayers, the savant is a horrible foe to be encountered.

Most beings will likely never behold such a creature, since the savant will rarely be encountered outside of the city of the mind flayers. However, on rare occasions, a savant will leave the city to oversee some endeavor deemed great enough to warrant their presence. In addition to the standard psionic abilities of the mind flayer, the savant possesses the following additional powers: **clairvoyance**, **clairaudience**, **invisibility**, **mind over body**, **object reading**, **dimension walk**, **energy control**, **mind bar**, **telepathy**, and **mass domination**. All psionic abilities are performed at 14th level mastery.

Description: Mind flayer savants are distinguishable from others of their kind only by their eyes which shine brightly in the ultraviolet spectrum.

ENCOUNTER AREA W/22: MAP A



ENCOUNTER AREA W/22

Mice in the Lab Maze by Disjected

As the party travels down the passage, anyone trying to identify tracks will easily note that a great variety of creatures pass through, much more so

than other areas where the party has been. The party is entering a labyrinth. However, this maze is not random, but instead the workshop for an Alu-Demon named Eiluvial.

Eiluvial came to this place to study the minotaur behavior, with the purpose of learning how to train even more vicious and effective

combat troops. The original, natural maze of tunnels was expanded so as to more fully study the minotaurs' navigational skills. Two caves have been created to house the minotaurs and to serve as Eiluvial's quarters while she conducts her studies.

Eiluvial orchestrates combat encounters with the minotaurs by means of her **monster summoning** spells. She quietly observes the summoned creatures wander about the maze until the minotaurs find their prey. Eiluvial generally does not interfere in any of these encounters; however, she does value her trained minotaurs and does not permit them to be overwhelmed. If she discovers her minotaurs under assault, she assists them through the use of her spells in manners to weaken the minotaurs' opponents (e.g. **slow**, **ray of enfeeblement**, **confusion**, etc.).

Within the tunnels are signs of past encounters between minotaurs and their prey. The details and frequency of these remains are left to the DM, but no valuables are found at any of these sites.

For each turn the party is in the maze, a 1 in 10 chance exists that they will encounter either a wandering creature or patrolling minotaurs. If this occurs, the DM may select any creature from the **monster summoning I, II, or III** table or the wandering monster table. If patrolling minotaurs are encountered, it will be a group of 2 minotaurs. There is a 1 in 20 chance of encountering a combat between the minotaurs and a wandering creature.

Once the party has encountered either a wandering creature or patrolling minotaur, Eiluvial will become aware of the party's presence. She will consider this to be a good test of her minotaurs in seeing how they have come along. If the minotaurs begin to lose, she will intervene to assist them, as with other combats, even to the point of using a **Wall of Force** to break contact and allow her forces to regroup. She will not risk her own life if the battle turns strongly against her. She will instead prefer to flee to her chamber and, if necessary, use her scrolls to protect and strengthen her defensive position. As a last resort, she will use the **teleport** scroll to escape.

Eiluvial the Alu-Demon (12th Level Magic-User; H.P.: 40; **Ring of Protection +2**, **Wand of Polymorph** (8 charges), **+1 Dagger**) has the following spells:

First Level:	hold portal, shield, spider climb, unseen servant
Second Level:	ESP, Invisibility, ray of enfeeblement, web
Third Level:	confusion, monster summoning I, slow, suggestion
Fourth Level:	dimension door, evard's black tentacles, monster summoning ii, wizard eye
Fifth Level:	Bigby's Interposing hand, feeblemind, monster summoning iii, wall of force
Sixth Level:	monster summoning iv

The DM may modify this spell list as seen fit, keeping in mind that Eiluvial's normal choice of spells would be focused on creating and manipulating encounters with the minotaurs, as opposed to fighting off attackers.

The minotaurs in the maze are all equipped with large **Drow +2 Battle Axes**. Due to the additional training, each minotaur gains a +1 to hit. When the minotaurs are encountered as a patrol, one minotaur is generally sent to gather additional aid before the other attacks.

1. Eiluvial's Chamber: This cavern has two entrances, each concealed by a secret door. Eiluvial's personal items are relatively spartan, but of high quality. On a desk in the center of the room are the volumes in which she has recorded the behaviors of the minotaurs and what she has accomplished in training their fighting skills. These 8 tomes would be bulky to transport, but, to the right collector or sage, would

bring 100 g.p. per book.

Also on the desk are **5 potions** of the DM's choosing. Inside the locked drawer of the desk are **4 magic user scrolls**. The first is **Guards and Wards**, which Eiluvial will use to strengthen the maze against the party. The second is **teleport**, which acts as her quick escape plan. The third and fourth scrolls contain **lightning bolt** and **fireball** respectively. These are emergency offensive spells if she needs them. All scroll spells are written at the 12th level.

In a small trunk under her bed is her monetary treasure, which she trades for needed things with the other denizens of this world. Contained within are 27 gems (14x50 g.p., 9x100 g.p., 3x500 g.p., 1x1,000 g.p.). Also in this trunk, wrapped in a cloth laced with **dust of sneezing and choking**, is a platinum and ruby necklace of demonic design worth 8,000 g.p..

2. Minotaur Lair: Any adult minotaur not out patrolling will be found here. At any given time (provided circumstances haven't dictated otherwise) 4 minotaurs will be out patrolling in 2 groups of 2. The remaining 3 minotaurs will be here. Also located here will be a single, very young Minotaur (fights as a goblin). Eiluvial was most excited to be able to begin breeding the minotaur while experimenting. If the young is killed, any remaining adults will fight in a berserk rage, gaining a +1 bonus to both to hit and damage.

ENCOUNTER AREA X/43-A2/45

The Forsaken City of Naavros by eldersphinx

An eerie, pale gold light spills forth from the passageway ahead of you, as the tunnel begins to slope downwards and widen and the ground smooths out beneath your feet. A few dozen more paces reveal the source of these changes to your wary eyes - a gigantic, sprawling cavern, miles wide and seemingly worn from the natural rock. Strange growths of luminescent fungi above light the entire place in an eerie, twilight glow, while ahead of you lies a maze formed from ridges of shattered basalt, forests of giant mushrooms, and twisting lakes of bracken, stagnant water. At the center of all this rises a ghostly metropolis - ringed round with massive and unbroken walls, filled with thousands of buildings suitable for use as households or shops, and with a towering citadel at its core - yet seemingly utterly empty of all life.

You have surely reached the FORSAKEN CITY OF NAAVROS.

THE OUTER CAVERN

The cavern area surrounding the walls of Naavros is a wilderness in microcosm. The cavern floor has been shattered and reshaped by the passage of time, and many forms of fungi and underground beasts have spread throughout its reaches. Even traveling from the cavern's outer entrances to the gates of the Forsaken City can be an adventure in itself.

Three types of terrain can be found in the outer cavern. The first, **bare stone**, is default - empty, unrelieved plains of cracked and raggedly-worn basaltic rock, broken only by the occasional patch of loose sand-scrub or a lonely fungal bloom. Vision and line of sight are unlimited when within this region, as is movement - for though many small fissures, ravines and slick patches mark the area, it is certainly no more difficult to traverse than say, a typical dungeon staircase.

Fungal forest, by contrast, presents many obstacles to travel, halving the speed of all movement and imposing a to-hit penalty on missile fire of -2 per range bracket, as many interposing objects exist to block fire. Absent the use of magics such as *pass without trace*, any travel through a fungal forest leaves a track that a blind man could follow. Fungal forests are found only on the tops of high ridges within the outer cavern, for reasons that are not entirely clear, and exist of many kinds of strange, verdant growth - from oily mosses that crush slickly underfoot to towering mushroom stalks that rise twice a grown man's height, and all sizes in between.

Though eating the mushrooms found here is possible, it is not recommended - if any character experiments, roll d% to determine the consequences. (If the character is a druid, ranger, or has extensive wilderness survival experience, add +5 to the roll for every level/HD they possess.) On a roll of 01-30, the mushroom in question is actually poisonous - roll 1d6; on 1-4, the poison only inflicts acute stomachache and nausea, penalizing AC and to-hit by -2 apiece for the next 3-12 hours; on 5-6, the hapless adventurer must save versus Poison at +2 or die. On a roll of 31-90, the mushroom has no harmful effect when eaten, but no beneficial one either; on a roll of 91+, the mushroom is actually healthy, and can be collected or consumed as standard rations.

Areas of open **water** within the Outer Cavern are quite often less than habitable - the water is often stagnant and bracken, tainted with many kinds of unpleasant minerals, and if drunk untreated will inevitably result in acute nausea shortly after consumption - the mechanics of which will result in the unfortunate victim gaining not only no respite from thirst, but needing to consume an extra meal's supply of food as well. Depth of the water can vary greatly from location to location and even step by step - each pool shown on the map can have a depth ranging anywhere from 4' to 10' (roll 2d4+2 to determine, if necessary) and incautious waders will discover that the murky and seemingly-calm surface of the waters hide, all too often, a sudden and precipitous drop-off of the rock floor beneath!

Wandering Monsters

Roll once per hour for wandering monster encounters when within the Outer Marches. The base chance for an encounter occurs on a roll of 1-2 on d8; if the party has spent most or all of the hour in or around **water** terrain, this chance rises to 1-3.

If the dice indicate presence of wandering monsters, roll 2d10 and consult the table following. In **fungal forests**, add 4 to the 2d10 roll (treating modified results of 21 or more as a roll of 20); in **water**, subtract 4 from the 2d10 roll (treating modified results of 1 or less as a roll of 2).

Roll	Encounter
2	4d8 giant rats
3	1d6+2 giant toads
4	1 crimson death
5	2d4+2 merrow
6	3d12 giant rats
7	3d6 mongrelmen
8	1 (50%) or 2-4 (50%) Naavros manticores
9	1d4+1 rust monsters
10	5d6 giant rats
11	1 Naavros doppelganger
12	4d4+4 ghoulish lizards
13	1d6+1 giant scorpions
14	1 quasit
15	1d3 cockatrices
16	2d8 ghoulish lizards
17	4d4 vargouilles
18	1d10 giant scorpions
19	1 (25%) or 2-7 (75%) shambling mounds
20	1d4+2 wyverns

Cockatrices (MM 15) remain airborne as much as possible, diving on potential prey from directly overhead and returning to the skies after a round's worth of attacks. Their preferred order of targets are other flight-capable opponents first, enemies with demonstrated missile-fire capability second, all others last. Individual cockatrices will flee at best possible speed, in a random direction, if reduced below one-third their maximum hit points.

Crimson death (MMII 32) will seek to hide and attack from behind in ambush after the party passes, striking at a single vulnerable target and hopefully overwhelming the hapless victim immediately and without chance for outcry. Its intelligence is sufficient for it to choose to strike at a badly injured character first, if such a target presents itself, otherwise a magic-user or similarly lightly-armored individual. If the crimson death's first kill goes unnoticed by the party, there is a base 80% chance that the dread creature will quietly trail the party's movement, attacking again in the hopes of a second grisly meal some 7-12 hours later. Such a pattern will continue until the crimson death is detected and driven off, or the party passes beneath the gates of the Forsaken City.

Doppelganger, Naavros (MM 29) cannot take humanoid form, but instead can only take the form of a quadrupedal animal. The

doppelganger's natural form is similar in size and shape to that of a donkey or pony, but with stringy, oddly-bulging limbs, pale and mottled skin and an unusually mobile mouth with equivalent dexterity to a human hand. The doppelganger still retains all its excellent intelligence, mimicry abilities and *ESP* and will attempt to infiltrate itself into the party by taking on the form of a mule or other pack animal. If such a ruse works, it will then begin to attempt to eliminate party members in their sleep, one by one.

Ghoulis fight as ghouls (MM 43) but take the form of 5' long, emaciated and gangrenous lizards; their base move is 15", and they strike with but one bite a round for 1d6+2 damage. Their paralysis is saved against at -2 to the roll. In battle, they spread out and seek to strike at their enemies from all sides at once, leaving no target unengaged. Humans killed by ghoulish lizards will not rise as undead.

Giant rats (MM 82) move in tight packs, seeking to overwhelm the closest creature with as many attackers as possible, biting until their prey stops moving and then moving on to the next target. They will feed on hirelings and pack animals as easily as adventuring humans, and show no mercy towards potential prey. Loud noises or use of fire may serve to drive them off prematurely.

Giant scorpions (MM 85) approach without attempt to flank or ambush, seeking to grapple at prey with their claws and holding the victim in place for stinging. Roll claw attacks in a combat round first; if a claw attack hits and the scorpion attempts to sting the same target, its attack roll is at +4 due to ability to pin the opponent. Giant scorpions will not seek to follow opponents into water of any depth.

Giant toads (MM 96) wait in or near pooled water whenever possible, and will only be hostile if they believe their ponds are likely to be disturbed. They will seek to drag adventurers into the water with them, to eventually drown; if a giant toad's attack hits by more than four points above that needed to hit the target AC, said target must make a save versus Death Ray or else be drawn into the water, trapped beneath its surface unless or until the toad is killed. Note that each toad active in any encounter can only trap one opponent at a time, and the trapped character may still strike at his tormentor with small hand weapons (daggers, hand axes &c).

Manticore, Naavros (MM 65) stalks along the ground, looking for prey; it will strike with its tail spines from a distance, then charge into melee. Manticores within this cavern are slightly different from their surface-dwelling cousins; their wings are smaller than usual, heavily armor-plated, and unusually flexible, thus not suitable for flight but able to block up to four attacks per round from thrown or missile weapons (no roll needed; the missile simply deflects harmlessly off the interposed wing-armor). Manticores will fight until killed; if the party attempts to flee, these beasts will pursue for only 1d4 combat rounds before abandoning the hunt.

Merrow (MMII 96), or aquatic ogres, fight with piercing spears as well as crudelyshaped hurled knives (1d3+2 damage, -2 'to hit' due to poor balance and construction). They will attempt to take prisoners if given the chance, and force-march any captives to their lair at location 2. They will also seek to retreat to their lair if reduced to half maximum HP, but make little effort to hide their trail and can easily be followed as long as they do not cross into deep water. No treasure is carried aside from weapons and a few bits of spoiled meat, results of a poor day's hunt.

Mongrelmen (MMII 92) are all of but 1 HD in strength; they are outcasts, scouts and scavengers within the caverns surrounding the Forsaken City, and will seek to avoid combat with the party unless forced to fight. They can offer little to the adventuring party, but may trade information for foodstuffs or treasure if the party is willing.

The mongrelmen can offer basic directions to the merrow lair (location 2), the mycotene grove (location 7), the eternal flame (location 10) and the high warren (location 12). Note that in all these cases the mongrelmen will

advise adventurers to stay away, as the areas are dangerous, and provide only the most bare-bones detail as to what threats are present in each location. The mongrelmen also know that even greater danger is present in locations 5 and 9, but have not even the faintest notion as to what resides in each area. The mongrelmen are aware of the shades resident in locations 4 and 8, but will not speak of these dread beings under any circumstances – their fear of the shades is absolute.

Quasit (MM 80) will only appear once; if further wandering monster checks indicate this encounter, reroll or treat as 'No Encounter'. This quasit is a pathetic, cowardly agent of the demon-prince Orcus, recently sent to this place to keep tabs on the cambion **Evahxtus** (see location 9) and discover as much information as possible on the current state of the Forsaken City. To date, the quasit has almost completely failed in its mission and is sufficiently desperate to take almost any measures to achieve something resembling success.

Accordingly, the quasit will attempt to trick, deceive, bargain with or goad the adventuring party into doing its dirty work for it, given even the slightest chance. It will cheerfully promise the characters valuable (and nonexistent) treasures, make up horrendous stories about the dread deeds and fell plans of Evahxtus, and make similarly desperate and outrageous claims as needed to get the party on its side. No lie is too incredible, no ploy is too far-fetched.

If combat begins, the quasit will attempt to flee almost immediately, returning only if it sees a surefire chance to attempt to poison a hireling or injured PC with its claws and fangs. It will claim that the burning itch caused by its attacks is merely the initial symptom of a much more long-lasting and debilitating ailment, the antidote for which it will only provide if the adventurers carry out its bidding. If this threadbare bluff is not believed, the quasit will again try to flee, never again to willingly cross the PCs' paths.

Rust monsters (MM 83) are smaller and scrawnier than usual; -1 hp per hit die, to a minimum of 1 hit point per die. They will attempt to strike with hit-and-run attacks, turning one item per rust monster into useless rust but then fleeing behind cover or into a nearby fissure or crevasse. They hope to circle around to the battle site after the party departs, feeding on the abandoned rust left behind.

Shambling mounds (MM 87) may attack openly, but are more likely (75%) to flatten themselves out upon the party's approach, so that they appear to be nothing more than an unusually thick coating of moss and slime upon the rock. They will remain in this position until the adventurers attempt to pass over or around them, at which point they rise and attack – achieving surprise on a roll of 1-3 on 1d6. Natural fungi in a forested area where these creatures dwell will be stunted, wilted and slow-growing, as the shambling mounds take much of the nutrients and similar needed by the fungi for survival.

Vargouilles (MMII 123) keep as close to the ground as possible while still remaining airborne. Though not by any means intelligent, they do have enough cunning to recognize most major holy symbols, and will attack those characters that have such emblazoned on shield heraldry, tabards and gambesons in preference to more mundanely garbed targets. These foul creatures will fight to the death.

Wyverns (MM 102) are hunting creatures, and only 25% likely to attack a group of wellarmed travelers if not provoked with missile fire or spell attack. They generally keep to a slow glide some 100'-200' above the surface of the cavern, however, so can easily be spotted and attacked by an alert party; the wyverns will suffer surprise on 1-4 on 1d6 if attacked from the ground, as these creatures are almost never threatened by any of the ground-dwellers present in this place. Once engaged in combat, however, the wyverns fight with utter viciousness and fury, leaving no prey knowingly alive behind them.

1. NORTHERN TUNNEL

This entrance to the cavern surrounding the Forsaken City of Naavros is low-ceilinged, dank and continually dripping with oily water from some unknown cistern above. Coating the walls in this area is a white, chalky substance that is highly reactive to open flame; if travelers even bring an open torch or lantern into this area there is a 20% chance that the walls erupt into a fiery conflagration, inflicting 3d12 damage on all present. If the walls are actually exposed to high heat, of course, the chance of an explosion rise to 100%. Mining the chalk is possible, though strenuous work; a total of 100 pounds of mineral can eventually be reclaimed from the area, and it would be worth up to 20 g.p. per pound to an alchemist, battle-wizard or other researcher into strange minerals.

2. MERROW LAIR

This location is detailed in the map on page x. It is home to an unusually advanced tribe of aquatic ogres who dwell here in bountiful squalor, periodically sending forth small parties to scout around and hunt interlopers but otherwise mostly content to hold their own tiny corner of the underworld. Their reaction to the adventurers is likely to involve contempt and paranoia, resorting to force as a preference to parley or other subtlety. Several distinct locations can be found within the lair of the merrow. Most common are the structures marked 'h'; these are dwelling places made partly by chiseling away caveholes beneath the water, partly by weaving crude walls and roofs from stalks of the larger fungi of the cavern. Each location holds 1d4 warrior **merrow** (*MM* 96, hp 24 each), as well as 1d6+1 female **merrow** (hp 18 each, -1 to damage due to poor training and condition). Treasure here consists of 100-1,000 s.p. and 2-8 chunks of onyx (each worth 100 g.p.v.) in each location. Note that the water near these locations, and elsewhere in the lair, ranges from 15' to 20' in total depth, rather than the more forgiving depths of the rest of the caverns.

Locations marked 'f' are pens for kept **fire beetles** (*MM* 9, hp 6 each) – 3-12 in each. The beetles are fairly docile and will not attack unless prodded or poked, but will not seek to leave the area if released, either. One of these pens, chosen by the Dungeon Master, will have a **ring of swimming**, dropped in a crack and long-forgotten, within; this item will only be located with the most careful of searches, or else the clever use of detection magics. Otherwise, the pens have no treasure to speak of.

The location at 's' is what passes for a weaponsmithy and crafts factory among the merrow; a dryland stockade with rock-benches to labor upon, a firepit over which leathers can be cured and old bones can be warmed, and little else of note. The chief crafter here is a scraggly-toothed, hunchbacked merrow (hp 19, -1 to Armor Class due to age and infirmity); he is accompanied by 1d3+1 normal merrow (hp 21 each). Treasure here consists of 2,200 g.p., kept in sacks buried beneath the chief crafter's rock bench; the crafter keeps it hidden both to avoid rousing the greed of his fellows and to insure that he should have something to bargain with should a drow or duergar merchant ever come calling (even though the ferocity and paranoia of his fellows insures that no such trader has ever dared venture here). Shifting the bench to get at the loot below requires a successful Bend Bars/Lift Gates check.

Finally, 'i' marks the resting place of the true master of the merrow tribe – an ancient and wicked **vampiric ixitachitl** (*MM* 55, hp 35) which dwells in here in secret, having accepted exile to this place in a dark pact with its wicked god following the death of its tribe in battle decades ago. The ixitachitl has long been trapped in this alien, dryland place with nothing more than a bunch of savage merrow to rule over, and is frustrated almost to the point of insanity with its bleak existence; though it opposes the adventurers with all the cunning at its possession should they intrude, it will fight to the bitter end as it feels it has very little to lose. In addition to its other abilities, the ixitachitl can cast spells as a cleric of the 8th level – it commonly prays for **bless**; **command**; **protection from good**; **augury**; **detect charm**; **silence 15' radius**; **animate dead**; **cause disease**; **glyph of warding**; **cure serious wounds**; **raise water**. Kept within an airtight, locked bronze chest sunk beneath the deepest part of the ixitachitl's

cave are 800 p.p., a lavender ellipsoid **ioun stone**, and an **axe +2, throwing**.

3. MYSTERIOUS STATUE

This area, a valley some 100' wide and surrounded on all sides by ridges, is notable for the complete smoothness of the cave floor within – flat and uncracked despite the significant tectonic activity elsewhere in the cavern. In the center of the area, placed upon a small outcropping of natural stone, is something even more unusual – a statue of a humanoid figure, some 8' tall and carved out of yellow-whorled marble. The statue is finely detailed, down to individual locks of hair, wrinkles on its outstretched hands and folds of cloth in the robe it wears – but its face is absolutely bare of any features whatsoever. A spear or staff, also carved from marble, is clutched in the figure's left fist – butt against the ground, upper point broken off long ago.

The presence of the statue here has three notable effects. First, no random encounters occur while the party remains in the area; no monster of less than High intelligence will follow the adventurers into the statue's vicinity, and visitors will feel a strong sense of calm and tranquility while in the area. Second, power of divination spells is strongly increased – **identify** drains only 4 Constitution if cast in this area, rather than 8; casting time for **legend lore** is halved; and all other divinations take effect as if the caster was four full levels of experience higher. Third and finally, the statue does sometimes suppress other, outside enchantments brought into its presence – there is a 5% chance per hour (check every six turns subsequent to the party's arrival in the area, chance not cumulative) that every character present is affected by a **dispel magic**, cast at the 12th level of ability.

4. SHADES' BASTION

As adventurers approach this area, they will notice that obscuring shadows begin to appear with more and more frequency – puddling beneath the least overhang or fungal frond, deeper and more foreboding than any such should be beneath the omnipresent golden glow of the cave above. Stepping into or beneath the shadows will result in an unpleasant sensation of tingling and sense of smothering warmth, extending to shortness of breath and lassitude if the character remains for extended periods (1 turn or more). None of these sensations produce any in-game penalties, though naturally the players need not be informed of this fact...

The grounds outside of the Bastion are patrolled by a pack of twelve **shadow mastiffs** (*MM* 84, hp 30, 28, 27, 25, 24, 22, 22, 21, 18, 18, 17, 15) which prowls below ridgelines and slink in and out of patches of shadow. Though there is only a 20% chance that the mastiffs are directly in front of the characters when they approach the area, they will quickly pick up on any intrusion and arrive within 1-2 turns unless the PCs approach with absolute stealth. They will attempt to use their panic-inducing howl on first approach, but close to melee only if the party attacks in response or otherwise takes openly hostile action.

The external wall surrounding the Bastion proper is simply built, of large blocks quarried from a pale gray granite and set into place. Adventurers who have visited the Forsaken City itself will easily notice an obvious similarity between this wall and the wall surrounding that place; though the construction of the fortifications of this place are of much lower quality, comparatively speaking, looking to be merely adequate examples of the mason's art. Walls are 15' high, 10' thick at the base and narrowing to a mere 5' thickness at their top, and have no battlements or crenellations.

The towers set into the external wall extend some 30' high, but are mainly for show; the interior of each is but a single bare room, with the tower roof as its ceiling. Resident within each tower are seven **shadows** (*MM* 86, hp 24, 18 x6) which take the appearance of inky-hued, featureless warriors in full plate armor and carrying stubby halberds; they move and

fight as normal shadows, however. If the adventurers attempt to scale any part of the outer wall, the shadows in the nearest tower will emerge to contest their passage; otherwise, they will remain in the towers until after the adventurers have passed into the inner courtyard of the Bastion.

Within the curtain wall and towers is a broad, empty courtyard – half open-air space, half high-roofed shallow cave hollowed out from the side of the cliff face. Through a combination of natural rock overhangs and ancient shadow magic, this entire area is lit only to twilight brightness at best, and with even worse visibility in many places; artificial lighting of some sort or infravision is necessary to see clearly.

Lining the back side of the courtyard are seven towers – five of which are home to the five shade wizards (qv) resident in this place, the other two of which have been abandoned for centuries. The Dungeon Master may decide which shade dwells in which tower, and which of the towers are vacant.

Each of the towers has three levels. The first serves as entryway, guardhouse and deterrent against unwanted visitors – in addition to other defenses to be chosen at the Dungeon Master's discretion, powerful magics exist here which will target any living creature that remains here for more than two rounds, forcing a save versus death magic or be drained of 1-4 points of strength for 2-12 turns (as per the touch of a shadow), paralyzation or suffer *blindness* (as the clerical spell) and spells or suffer *confusion* for 4- 16 rounds (as the magic-user spell).

The second level of each tower is used by each shade to pursue personal interests, and so is different for each of the towers. Note that as two of the towers have been long since abandoned, the furnishings within those two towers will remain but be badly decayed, covered with dust and suffering from extreme neglect. The exact nature of each tower's contents is as follows:

- One tower features a library of magical texts, written in ancient and forgotten tongues and dealing with many esoteric and abstruse matters of the art Arcane. Study of the texts here requires some magical method for the comprehension of languages, as the vast majority of the writings here are in alien and forgotten tongues; however, should such an ability be available, a character may treat their Intelligence as two full points higher than its actual score for the purpose of learning new magic-user or illusionist spells. Note that new spell magics are not immediately available here – a character must bring spell scrolls or spellbooks with them for study, but once present will be able to use the resources of the library in order to unlock increased understanding of magic.

- One tower has a taxidermist's lab within – many shelves filled with embalming fluids, wire ties and similar paraphernalia, stands and workbenches featuring preserved corpses or reassembled skeletons in pose or repose, and cubbyholes in which spare pieces and bodies can be stored while another project is in progress. Many of the creatures being worked upon here are surface-dwellers, though none are of humanoid form or intelligent (at least, as far as the characters' experience extends at any rate). None of the cadavers here are animated undead.

- One tower has a weapons chamber within, with sparring dummies, target pells, and other tools for practicing the martial disciplines placed throughout. Devices for training in the form of nearly every type of weapon known, from blade to bludgeon to polearm to missile weapon, can be found, all well-crafted and showing the nicks and dents of frequent use.

Along one wall is a weapon display case, bronze-framed and with glass panels, within which are four elegantly-crafted weapons – a scimitar, a long dagger, a broadsword, and a two-handed sword. All of these weapons are well-made, but nonmagical. The case, however, bears a powerful and subtle enchantment – if locked with the proper key, any later attempt to claim a weapon from the case without use of that same

key will permanently change the weapon in question into a –2, *cursed* item. Even nonartifact magical weapons are subject to this fate; once this change has occurred, it cannot be reversed by any means short of a **wish**.

- One tower's chamber is overgrown with many kinds of plants – ferns, small trees, vines, grasses and many other types of vegetation in a riotous indoor maze with only the barest degree of order. Passage throughout this arboretum is possible without upsetting any of the life within, but difficult, as the trails through the overgrowth continually twist and double back upon themselves. A druid or ranger will be able to identify many of the plants found here, but will realize that just as many types of plants come from distant and unknown lands. Unless the Dungeon Master decides otherwise, none of the vegetation here poses any threat to the party.

- One tower has a library and research area dedicated to the study of the demiplane of Shadow. Books here discuss the environment of that strange and alien place, its inhabitants, societies and customs. Access to these books allows research on shadow creatures and the plane of Shadow as a sage; in addition, magic-users may learn enough from the texts here to be able to summon shadow mastiffs with use of a **monster summoning IV** spell, and tenebrous worms with use of **monster summoning VI**. Note that the character must be able to cast such magics normally through other methods already in order to access such powers; the knowledge here merely expands the options available to him.

- One tower has within it a music hall and conservatory, with several instruments placed throughout – lutes, woodwinds, a harpsichord against one corner, &c. Several comfortable chairs have been placed throughout, and the interior walls of the area have been added to in a way that enhances and refines the acoustics within. One result of this last effect is that any spell or spell-like ability cast within the area that relies on volume or pitch of sound to create its effect (such as a **shout** spell, or the charming song of a harpy) is saved against at –2 to the roll, and deals an additional +1 h.p. of damage per die.

- One tower features within it a large steam-filled room, kept at a constant sweltering heat that is uncomfortable though not truly dangerous. The steam reduces visibility to a maximum of 1", and to some extent muffles quiet sounds as well – attempts to hear noise are at a –10% penalty to the roll. If an air elemental is summoned using the steam as a focus, it will possess all the normal abilities of its kind and take but half damage from fire attacks as well; however, cold-based spells will **slow** it in addition to inflicting full damage if the elemental fails its save against spells.

The third and topmost level of each tower is a sumptuous and well-appointed bedchamber, in the colors and tastes of its owner; though the shades have no need for food, sleep or similar they do recollect somewhat of the habits of their mortal life and so maintain these chambers in order to maintain such practices. The furnishings and sumptuary in each of these chambers has an assessed treasure value of between 5,000 and 15,000 g.p. apiece (roll 2d6+3 and multiply the result by 1,000) and may have additional minor magic as chosen by the Dungeon Master as well.

A brief description of the five **shades** (MMII 108) resident in this area follows. The Dungeon Master should remember that these beings have lived for centuries and possess just as much cunning and life experience as any archmage or lich, and roleplay them accordingly. Though they remember the Forsaken City of Naavros in its prime and have studied it from a distance for a great many years now, the shades will not willingly part with any information on the history or occupants of the city, save under the most dire of circumstances.

Dungeon Masters should remember that a shade's combat statistics are modified extensively in the presence of light of varying levels, as per MMII, and make the appropriate adjustments should combat occur. The

statistics below are without modification.

Algatheon – Ill 17; AC 1, hp 31, # ATT 1 for 1-4 dmg or by spell, AL LE; St 11, In 17, Wi 13, Dx 16, Co 9, Ch 7; spells normally prepared:

1st level:	darkness x2; detect illusion; phantasmal force; wall of fog
2nd level:	blur; hypnotic pattern; improved phantasmal force x2; misdirection
3rd level:	fear; hallucinatory terrain; paralyzation; spectral force; suggestion
4th level:	confusion; improved invisibility; phantasmal killer x2; shadow monsters
5th level:	maze; projected image; shadow door
6th level:	semi-shadow magic; veil
7th level:	alter reality; prismatic spray

Algatheon moves with complete and utter silence, and cannot be detected by any means that requires the use of one's ears. He is even able to cast spells without the need to utter any verbal spell components, and so is effectively immune to such effects as magical silence. He wears a **cloak of displacement**, **bracers of defense AC 5** and a **ring of free action**, and carries two **potions of flying** as well as a (normal) silvered dagger that can be used in melee if necessary.

Brihegeos – MU 15; AC 0, hp 26, # ATT 1 for 2-5 dmg or by spell, AL NE; St 9, In 18, Wi 12, Dx 6, Co 11, Ch 9; spells normally prepared:

1st level:	charm person; detect magic; protection from magic; shield; spider climb
2nd level:	darkness 15' radius; ESP; magic mouth; mirror image; stinking cloud
3rd level:	blink; dispel magic x2; haste; protection from normal missiles
4th level:	dimension door; minor globe of invulnerability; monster summoning II; polymorph other; wizard eye
5th level:	Bigby's interposing hand; hold monster; monster summoning III x2; wall of force
6th level:	geas; monster summoning IV
7th level:	monster summoning V

Brihegeos is specially versed in the use of summoning magics, and may choose to have any creature conjured by his spells be laced with shadowstuff (-1 to AC, +1 hit point per die, inflict 1-3 Str damage per attack – as a shadow). He wears a **robe of the archmagi (black)**, a **ring of protection +6**, **+1 on saving throws**, carries a **dagger +1**, a **wand of fear** with 27 charges and three **potions of healing**.

Mykandreon – F6/MU 13; AC -5 (or 3), hp 49, # ATT 1 for 4-11 dmg or by spell, AL N; St 16, In 17, Wi 8, Dx 17, Co 12, Ch 11; spells normally prepared:

1st level:	comprehend languages; enlarge; jump; magic missile; shocking grasp
2nd level:	darkness 15' radius; detect invisibility; mirror image; ray of enfeeblement; strength
3rd level:	clairvoyance; fly; haste; hold person; protection from evil 10' radius
4th level:	fear; fire shield; polymorph self; Rary's mnemonic enhancer
5th level:	animate dead; cloudkill; feeblemind; telekinesis
6th level:	disintegrate; invisible stalker

Mykandreon considers himself a capable warrior, effectively weaving battle-magics together with sword-blows, and will in combat seek to enhance himself with numerous personal spell effects before entering melee. He wields in one hand a **longsword +2**, keeping the other hand free to cast spells, and wears **shadowscale mail +4** – this unique piece of armor can with but a thought become as insubstantial as gossamer for a period of 4 segments, granting no Armor Class bonus during that time but allowing its wearer to cast spells freely. Mykandreon is also commonly equipped with a **ring of protection +4**, **+2 on saving throws**, a **wand of enemy detection** with 15 charges, a **potion of gaseous form** and two **potions of extra-healing**.

Olanthes – Ill 15; AC 2, hp 34, # ATT 1 for 1-6 dmg or by spell, AL LN; St 8, In 18, Wi 10, Dx 16, Co 9, Ch 14; spells normally prepared:

1st level:	audible glamer; darkness; detect invisibility; phantasmal force x2
2nd level:	blindness; detect magic; hypnotic pattern; improved phantasmal force; invisibility
3rd level:	non-detection; spectral force x2; suggestion
4th level:	emotion; improved invisibility; phantasmal killer
5th level:	semi-shadow monsters; projected image
6th level:	semi-shadow magic; programmed illusion
7th level:	alter reality; prismatic wall

Olanthes seems simple-faced and harmless, but in actuality is quite cunning, and also adept at deceiving even the wisest of his enemies; targets of his spells treat their Wisdom as two points lower than its actual score for purposes of saving against magical attacks. He commonly wears a **cloak of protection +4**, a **ring of protection +2**, and owns a **crystal ball**, a set of **eyes of charming** and potions of **animal control** and **extra-healing**.

Trimestigen – MU 18; AC 0, hp 33, # ATT 1 for 3-8 dmg or by spell, AL LN; St 10, In 19, Wi 15, Dx 11, Co 10, Ch 12; spells normally prepared:

1st level:	affect normal fires, dancing lights, enlarge, Nystul's magic aura, unseen servant
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2nd level:	darkness 15' radius, forget, levitate, rope trick, wizard lock
3rd level:	blink, clairvoyance, dispel magic, infravision, slow
4th level:	charm monster, hallucinatory terrain, remove curse, wall of fire, wizard eye
5th level:	contact outer plane; feeblemind; magic jar; teleport; wall of stone
6th level:	disintegrate; repulsion; stone to flesh
7th level:	delayed blast fireball; limited wish; power word, stun
8th level:	mind blank; polymorph any object
9th level:	time stop

Trimestigen is the leader of the shades of the Bastion, and has great power indeed in spite of his reclusiveness. Any spell of **light** or **continual light** cast directly on him, or centered on an object or area within 10' of his position, is immediately reversed in effect, producing a similar area of magical darkness. Trimestigen always wears a **ring of elemental command (shadow)**, a unique item which appears to provide nothing more than a constant **blur** effect until its full powers are unlocked; Trimestigen has achieved this initiation, and can also use the ring's powers to invoke **ray of enfeeblement** (once per turn), **spectral force** (twice per day), **shadow magic** (once per day), **vanish** (once per week). The archimage also owns a set of **bracers of defense AC 2**, a **staff of power** with 18 charges, a scroll inscribed with **limited wish**, **power word, blind** and **imprisonment**, and potions of **diminution** and **extra-healing**.

5. BOILING LAKE

The waters of this lake are unusually warm to the touch (though not sufficiently so to cause damage) and create a thick fog that persists constantly over the water's surface, to a depth of 6 to 12 inches at all times. As a result, seeing the depths of the lake is all but impossible from the surface; some clues as to the nature of this place can be seen from examining the rocks around its edges, which are pitted and pockmarked as if by intense heat. A glint of green-hued crystal can be seen from the island at the center of the lake, though identifying the source is difficult at best.

Dwelling beneath the waters of this place is a rare aquatic **remorhaz** (MM 82, 14 HD, 70 hp) which will emerge to strike at passerby 1 turn after their arrival, or as soon as any character comes within 1" of the water's edge. In addition to its normal move, the remorhaz can swim at a speed of 18"; it does, however, require water to breathe, and will begin to suffocate if trapped in air for longer than three combat rounds. If within the water, it is capable of lunging up to 20' high in its initial surfacing action, which may serve to surprise low-flying prey! Reducing the creature to 20 hit points or less will suffice to drive it back below the surface, to lick at its many wounds.

If the remorhaz is dealt with or avoided, the party may investigate the island; the glint of crystal comes from a deposit of green emerald gemstone, weighing a full 20,000 cn in its raw state and able to be refined into some 3,000 g.p.v. of gems if handled by a proper crafter. The intact gemstone deposit would also be valued by many a surface elven clan, who would be able to use its size and structure to weave in many powerful ritual magics (of effects to be decided on by the Dungeon

Master); their appreciation for such a prize would be substantial, as would their scorn should they discover that a certain band of adventurers had discovered such a treasure and hacked it apart for mere monetary gain...

6. EASTERN TUNNEL

The mouth of this tunnel emerges some 60' above the floor of the cavern below, allowing characters an excellent view of the surrounding landscape, nearby landmarks (provide a brief description of locations **5**, **7**, **9** and **10**, as well as pointing out the location of the Forsaken City's walls) and possible obstacles intervening. Descending the relatively short distance to the canyon floor, however, is no easy task, requiring two full turns to traverse the many switchbacks and avoid weak patches of trail. There is a base 50% chance that some type of wandering monster encounters the party during this descent. Exit from the cavern through this passage is equally taxing, and has the same odds of an unwelcome encounter.

7. MYCOTENE GROVE

No less than five different ridges meet at this point and jam together into a single highland plateau, rising in some places to a full 100' above the surface of the remainder of the cavern. The top is heavily covered in the varieties of fungi that are commonly present throughout the rest of the cavern, and one unique type – a high-reaching stalk that sprouts blooms of a brilliant emerald, easily visible from several hundred yards away. The slopes surrounding this area are steeper than usual, and quite unstable – though they can be ascended, any effort to do so by a nonthief is 50% likely to trigger a minor avalanche, requiring all below to save versus Dragon Breath or else suffer 2d6 damage. Descending the slope suffers a similar problem, though in this case the chance of an avalanche is only 20% and only those characters in the front half of the marching order risk damage.

Within the fungal forest at the top of the ridge dwell five unusual creatures – **mycotenes**, which are to large fungi as treants are to normal trees. If an encounter occurs, treat the mycotenes here as 7 HD **treants** (MM 96, hp 32, 31, 28 x2, 26) save with the following changes; Alignment is Neutral (evil); fire-based attacks are only at +2 to hit (and –2 to save against); lightning and electricity-based attacks have no effect whatsoever; no ability to animate other trees/fungi. The mycotenes are 90% likely to attack any being which intrudes on their grove, unless a druid is in the party; and even in this latter case there is only a 50% chance that the mycotenes will issue an immediate warning to depart forever rather than simply attacking with intent to kill.

If the mycotenes are dealt with or evaded, the adventurers will be able to examine the emerald blooms scattered throughout the area. A total of seventeen are present, scattered across random fungus stalks around the area; no single stalk has more than one bloom upon it. If plucked, a bloom can be consumed, either immediately or at a later date, and serves as a **potion of healing**; this potency lasts for 3-6 days only, however, and subsequent to this period is either simply useless (75% chance) or actually toxic (as a **potion of poison**; 25% chance).

8. SHADES' REDOUBT

The sides and summit alike of this large, sheer-sided hill are cloaked in eerie, pooled shadows, and the assorted fungus crowning its peak have fronds and foliage of an unnerving hue of purplish-black, alerting even the least perceptive of the fey and otherworldly magics that lie present in this place. Approach here is 50% likely to be met by a small pack of 1d3+1 **shadow mastiffs** (MMII 84), part of the large pack of these monsters kept by the masters of this place along the tops of the hill. Even if the first group of these monsters is vanquished, check again every three turns for a fresh encounter, as nearly two dozen mastiffs in all prowl along the slopes and ravines of the exterior part of this hill.

Thorough and determined searching of the area will eventually uncover one of the several entrances to the maze of tunnels carved below the hill. These passages are crudely shaped, with many jagged outcroppings and blind corners, lit by the twinkling of fatbodied fireflies whose presence creates just enough light to prevent use of infravision and ultravision. Ceiling height ranges from 6' to a mere 3' in places, posing a difficult fit. Prowling throughout the tunnels are a total of four **tenebrous worms** (*MMII* 127, hp 44 each) which will seek out and attempt to consume any intruder bringing a light beneath the surface of the redoubt. Chance for an encounter with one of these creatures is 30% per turn if the characters have a lit torch, lamp or active **light** spell, rising to 75% if a **continual light** source is used for illumination; but falling to a mere 5% chance if the party enters without artificial light. Only one tenebrous worm will be encountered at a time, and it is 50% likely to retreat from combat if its opponents douse all forms of open light and flame.

The entrances to the living chambers maintained by the three **shades** that live here are concealed by both powerful magic and clever craft in the mundane style; chance to locate is but 1 in 12 for most characters, 1 in 6 for elves or dwarves who search, and elven ability to detect secret doors without searching is of no use here. Each of the three chambers is furnished to similar specifications, with a mix of comfortable furniture, desks for planning and study purposes, shelves to hold tomes and reports, and a small training salle in which to practice swordplay. Dungeon Masters may go into detail as desired regarding the value of treasures in this place, but each chamber will generally possess no less than 5,000 g.p.v. in coinage, gems and other items of value, along with at least one magical scroll or miscellaneous magical item (roll randomly or choose, though nothing with immediate or obvious combat usage would be appropriate).

Combat statistics for the three shades in residence at the redoubt follow. Note that all three of these beings are powerful and experienced fighters, well-versed in both the swift defeat of less capable opponents and in prudent withdrawal when faced with superior odds, and the Dungeon Master should play them accordingly. While the shades here are unlikely to tolerate outsiders who interfere with the Forsaken City or delve deeply into its secrets, they do generally oppose and despise their brethren located at the Bastion (location **4**) and might be willing to offer advice or aid to a party intent on causing trouble for that group.

Akhileos – F18; AC –7, hp 106, # ATT 1 for 8-17 damage, AL CN; St 18/59, In 14, Wi 16, Dx 11, Co 17, Ch 9

Akhileos is a most capable warrior, but is by no means foolhardy; he constantly watches his flanks, and when in combat with multiple opponents will seek to place his back against a wall or fight from within a doorway or similar space to limit the number of foes able to engage him at one time. He fights with a **two-handed sword +4** with a fearsome, serrated blade; any opponent cut by this weapon receives a –2 penalty to attacks and Armor Class due to the terrible pain inflicted by such blows, until such time as wounds are healed (by either normal means, or magic). Note that a target receives this penalty only once, when first wounded by Akhileos's sword, though it persists until all injuries have been healed. Akhileos also wears a suit of **field plate +5**, a **cloak of protection +3**, and carries potions of **invisibility** and **speed**.

Mnethron – MU7/F12; AC 0/-3, hp 50, # ATT 1 for 4-11 damage or by spell, AL NE; St 17, In 16, Wi 10, Dx 15, Co 15, Ch 13; spells normally prepared:

1st level:	enlarge, hold portal, sleep, unseen servant
2nd level:	darkness 15' radius, invisibility, web
3rd level:	dispel magic, lightning bolt

4th level: **hallucinatory terrain**

Mnethron is arrogant, hot-tempered and vain, but quick-witted and ferocious in battle. He will seek to use his spells to confuse and separate opponents, then duel with targets one at a time once they have been divided. Mnethron wears **bracers of defense AC 3** and carries a **shield +1, +4 vs missiles** as well as a **longsword +2, +4 vs magic-using and enchanted creatures** and a **wand of frost** with 27 charges.

Xaniithes – F16; AC –6, hp 89, # ATT 2 for 7-12 damage each, AL CE; St 18/24, In 11, Wi 12, Dx 17, Co 16, Ch 10

Xaniithes will seek to harry opponents, striking at flanks or rear to catch targets off-guard and meleeing for one or two rounds before withdrawing. He uses paired **hand axes +3** in battle, with which he is extraordinarily swift and accurate; if his first blow in a combat round connects, his second attack may be rolled without need to consider shield or Dexterity bonuses to his opponent's Armor Class. Xaniithes wears **splint mail +4**, a **ring of spell turning**, and **boots of speed**; he also carries upon his person potions of **flying** and **invulnerability**.

9. SHATTERED TOWER

The crumbling remains of this tower and assorted outbuildings squat ominously atop a narrow, weathered ridge, strewn about with wilted and dying fungus; an ill-aspected location by anyone's reckoning. Its origins are forever lost, but recently it has been claimed as a lair by the **cambion** Evahxtus (*MMII* 37; AC –2, HD 12, hp 53, # ATT 2 for x dmg with **+2 morning star**, St 19, In 15, Wi 8, Dx 19, Co 16, Ch 14, can use **detect magic, levitate, polymorph self**), a servant of the dread Demogorgon, and present upon the Prime in order to investigate the city of Naavros and release the demon lord within. Evahxtus is well aware that such a mission is likely beyond his powers, but presently lacks the means to gain outside assistance; he will be more than willing to use trickery, coercion or any other such means at his disposal to convince outsiders to aid him in his schemes.

Several locations exist within this encounter area:

- The main area of the tower itself, cleaned somewhat of debris by Evahxtus to use as a headquarters. Journals and maps detailing the demon's explorations (written, of course, in the foul script of the Abyss), trophies from past excursions, trinkets that might prove useful in proving boasts or linking sympathetic magics, and other such prizes are here. A chest, double-locked and trapped with a poison needle (save vs. poison at –4 or die) is kept here, containing 3,000 gold pieces, a scroll inscribed with **unholy word** and a **philter of love**.

- A cellar area beneath the tower, kept as a sort of strongbox and prison cell if such ever be needed; the only entrance is kept blocked by a huge stone slab, which requires a Bend Bars/Lift Gates check to be shifted by any being with a Strength of less than 18/51, and which has been **wizard locked** by Evahxtus besides. It is, at present, empty.

- An outbuilding converted for use as a sort of stable, currently home only to the moldering corpse of an enormous, bat-like creature. Evahxtus brought this being to the caverns of Naavros to serve him as a mount, but found it overmatched by the local wyverns; the monster was quickly slain, and Evahxtus has been unable to locate a replacement. The corpse of the creature is not undead.

- A cellar crypt beneath an outbuilding, seemingly empty save for an enchanted garnet gemstone set into a torch sconce; the garnet continually radiates light with the brilliance of daylight, and can be freely taken if desired. Hidden beneath the floor is a sarcophagus housing a **vampire** (*MM* 99, hp 39) that serves Evahxtus as an unwilling agent; the cambion has bound it with threats and the power of the garnet gem,

freeing it from captivity only for brief periods. If given its freedom by accident or deliberate forethought, the vampire will consider Evahxtus its foremost enemy—but will certainly not bear interfering adventurers any good will, either...

- A small shrine, well-cleaned and in good condition, is present in another outbuilding; its holy symbols and regalia are very similar to that of a deity of good aspect of the Dungeon Master's choice, but differ in subtle but important ways; only careful inspection by a cleric of 7th level or greater will discover the deception. No power or aegis bars Evahxtus, or any other demonic being, from entering this place, and the cambion may try to exploit this fact by meeting the party here while in **polymorphed** guise.

10. ETERNAL FLAME

At this point, a smooth, shallow depression has been carved from the rock, in an oval some 5' wide and 3' long, and to a depth of 18 inches at its center. Within burns a brilliant blue flame, seemingly without fuel or generative source yet alight regardless. No means short of magic will suffice to douse its brilliance; should a character be so foolish as to touch bare skin directly to the flame, it will burn for 1-6 points of damage. A torch, lantern or other light source lit from this flame will exhibit some unusual properties – burning for twice as long as usual, and with a 25% chance of not being snuffed in normal (non-magical) conditions that would normally suffice to do so. This includes deliberate attempts to snuff the flame by those who lit it – a potentially annoying inconvenience!

11. SOUTHERN TUNNEL

The entrance to this tunnel is located off a blind turn into a shallow cave, and appears to casual inspection to be nothing more than an empty cranny blocked by a rockfall. Searching, as for a secret door, is required to recognize the truth and determine the methods by which key boulders can be shifted to reveal an entrance. However, any such attempt to gain passage must first contend with the other traps placed here – for this entrance to the caverns around Naavros is known to the cambion **Nyrextes**, and he has taken measures to insure that others will find it difficult to use.

The most obvious threat here is the presence of a giant lizard-ghost, a larger cousin of the ghoulish lizards sometimes found roaming the outside cavern, which makes the cave area its lair. Treat it as a ghost (MM 43), save as follows: Hit Dice 9 (and 54 hp), # ATT 2 for 2-20/3-12 damage (bite and tail slap), Size L (20' long). Its treasure includes 6,000 c.p. and 1,200 e.p., mixed in scattered piles along the floor of the cavern, and two **scrolls of protection from magic**.

Even if the lizard-ghost is defeated, one more spell-trap remains; any being passing through the secret door within the rockfall must save versus spell or contract a wasting ailment (as a clerical **cause disease** spell). This affliction may be cured in the normal manner, but has a chance to take effect again if the party ever passes through the portal once more. The spell-trap can be avoided by a thief who makes a successful Remove Traps roll, at a -25% penalty due to the infernal nature of the magic involved, or by application of both **remove curse** and **exorcise** on the area by a cleric of at least the 9th level of ability.

12. HIGH WARREN

At this location along the cavern's edge exists a series of natural chimneys and wellplaced handholds, such that ascent up the side of the cavern wall is possible to a reasonably high distance. Any character with **climb walls** skill can ascend a distance of 240' in but three turns; even unskilled and unaided characters have a 50% chance of making such a climb, though such an endeavour will require a full hour's exertion. The apex of such efforts is a reasonably flat ledge space, a good 15' by 20', and with an excellent view of the surrounding valley and even something of the buildings within the walls of Naavros.

While the party is in this area, check for random encounters as usual. If the dice indicate an encounter has occurred, it is automatically with a flock of 1d4+4 **wyverns**, who will automatically notice and attack the party, and who cannot be surprised. Characters in the midst of ascending to or descending from the High Warren will have to make a difficult choice between fighting off their assailants or concentrating on avoiding a fall.

THE FORSAKEN CITY

Journeying through the cavern wilderness may be long and arduous, but eventually will result in characters reaching the lost and abandoned city of Naavros. Up close, the city is quite awe-inspiring – ringed about with massive walls a full 50' high, 30' wide at the base and narrowing to 10' wide at their uppermost point. The stones used to construct the wall are massive in size, each weighing several tons, and so cleverly placed together that there is seemingly no need for mortar. The skill in construction and smoothness of the walls imposes a -20% penalty on any thief's attempt to **climb walls**.

The gateway arches beneath the city gates are 20' wide and 30' high, and open for transit in and out of the city though characters passing beneath them will feel a sudden chill and feeling of nameless dread. The streets beyond are strangely empty, narrow and twisting with featureless buildings on all sides. Houses and shops are constructed all alike, of clay-brick walls inscribed all over their outside surface with ancient runes of binding engraved in lead. Buildings are generally two to three stories high, windowless on the ground floor, and show signs of sudden abandonment – food drying on plates inside, pots rimmed with the gummy residue of evaporated liquids, beds unmade and clothes waiting to be laundered. Unless the Dungeon Master decides otherwise, nothing of value can be acquired here – even food will crumble to tasteless dust if touched or taken.

The nature of the Forsaken City is such that many kinds of magic are altered or limited within its walls. Spells that create fire are severely weakened, producing only brief sparks as opposed to full-on blazes; spells that cause fire-based damage do only 1 point of damage per die. Magics of **flight** and **levitation** are also limited, allowing the character to ascend only to a height of 10' above the ground; this applies both to spells cast and to magic items, though not to natural flight. Finally, spells that **summon** or **charm** monsters have a 20% chance to fail, and **detection** magics are severely limited, with their duration measured in rounds rather than turns. All these effects persist as long as the characters are within the walls of Naavros.

Random Encounters

While exploring the Forsaken City, the characters will likely encounter both wandering monsters and magical hazards. Rather than place all such encounters, a random check is used to determine the frequency of meetings with such dangers.

If the party is engaged in active explorations, the chance of a random encounter is 1 in 10, checked every three turns, and checked on 2d6 on the table below. If the party takes refuge in a house or other building, however, the chance of a random encounter ranges from 1 to 1-3 on d10 (exact odds should vary based on Dungeon Master discretion of the party's overall efforts to keep a low profile; adventurers who avoid lighting a fire, keep a quiet watch &c will have the minimum chance for an encounter, while those who are boisterous and destructive will be more likely to attract hostile intention) and the creature attracted should be selected with a roll of 1d4+3.

2 1 iron golem
3 1 (75% chance) or 2 (25% chance) clay golems
4 3-12 stone guardians
5 4-10 chaggrin grue
6 2-5 Naavros golems

- 7 3-18 margoyle
- 8 Binding trap
- 9 Suffocating dust trap
- 10 Electricity trap
- 11 Noise trap
- 12 Magic drain trap

Binding trap takes the form of a web of grayish-white magical energies spread across the street ahead of the party for a distance of 20' to 50'. They are only faintly visible without magical aid of some kind (assume 10% chance to spot in advance unless the party is advancing cautiously and checking for traps) and will activate and ensnare all those within, one combat round after being disturbed. Each character in the area of effect must save vs. spells, or be subjected to one of the following spell effects (choose randomly for each character targeted): **feign death**, **flesh to stone**, **hold person**, **slow**, each lasting for a period of 1-4 hours unless cured or dispelled before that time. Note that the torpor imposed by **feign death** cannot be voluntarily ended by the target of this effect, and the condition of **flesh to stone**, being only temporary in nature, does not require a system shock roll when cured or when the effect expires. After initial discharge, the trapped area will be safe to traverse for 1-3 turns.

Chaggrin grue (MMII 72) normally lair in location **2**, and are prowling the city in search of prey and useful information. They may seek to ambush a small or careless adventuring party, but if faced with superior firepower will likely be content to shadow potential prey and wait for a larger confrontation to begin before joining in to cause maximum chaos. Their stealth skills are somewhat lacking, however, so that they can be easily spotted in such an effort. If reduced to half their normal numbers they will flee.

Clay golems (MM47) patrol the streets of the city of Naavros in an aimless fashion. They will attack the closest living creature they see and fight until all visible enemies are killed or they themselves are destroyed; however, they will not pursue opponents into buildings or leave the city. If appearing in pairs, the golems will exhibit minimal grasp of tactics, seeking to guard each other's backs and moving to flank a powerful enemy. Each golem has a 50% chance of having a random type of gem set into its forehead, which may be freely taken if the construct is destroyed.

Electricity trap will be generated from a glowing sphere of intricately woven magical energy, set against the ground, a wall or other fixture, or freestanding as the Dungeon Master desires. When discharged, characters within 10' take 8d6 damage, characters at a distance of 10' to 20' take 6d6 damage, and characters 20' to 30' away from the sphere take 4d6 damage. A save vs. Wands will, in all cases, prevent all damage from the trap effect. The trap will reset itself in 5-10 combat rounds.

Iron golem (MM 48) appears only singly, but otherwise has behavior similar clay golems (qqv) appearing within Naavros. Its fists take the form of massive, bulky hammer-heads, which may (if the monster is defeated) be detached from its body and worked into weapons by a competent smith; the resulting weapons strike at +3 'to hit' and damage, and inflict double damage on magically-constructed and magically-animated beings of all types.

Magic drain trap is a colorless mist smelling noticeably of ozone and rusting metal; it is otherwise undetectable save by magic. Spellcasters entering or passing through an area affected by the mist have a chance (base 75%; if the character has Intelligence or Wisdom above 15, reduce by 10% for each point above this value, to a minimum chance of 15%) of losing 2-12 levels' of spells, chosen randomly; spell slots lost in this way cannot be replaced or memorized for 24 hours. Characters will be instantly aware of this loss once it occurs, but not the reason why.

Margoyle hunt in packs throughout the streets of the city, staying mostly on the ground but willing to take wing for short periods or to gain

advantage in combat. They will seek to overwhelm enemies, striking at as many targets as possible and ganging up on unarmored or visibly wounded characters. Individual margoyle will retreat from battle if reduced below half maximum hit points, but do not otherwise check morale. They will pursue into buildings, but will not leave the city.

Naavros golems (*new monster*) attack in packs, striking in unison and seeking to melee with as many enemies as possible. If enemies retreat they will break off pursuit after three combat rounds, but otherwise will fight to the death. They will neither enter buildings nor depart the city.

Noise trap can be spotted in advance as an odd fixture or outgrowth of stone placed upon a building wall or freestanding in the middle of a square or plaza; it radiates strong alteration magic. The trap will activate if any loud noise is made – one full-throated shout, or three people talking at once, or any such similar volume – within 20'. When this occurs, all within line of sight to the trap must make a saving throw vs. spells or have their sense of hearing magically affected; all sounds heard will be echoed and distorted, with some 'phantom' noises appearing at odd intervals and other real noises being muted. Conversation between characters is still possible, though difficult (through repetition and lip-reading) but thieves will be unable to **detect noise**, and any attempt to cast a spell with a verbal spell component has a 50% chance to fail. The effect lasts until affected characters exit the Forsaken City or are cured with **remove curse**.

Stone guardians (MMII 115) move in a well-ordered close formation, barring the entirety of the street they advance around and letting none pass. Their first priority in combat will be to keep opponents from outflanking their position; if their opponents retreat they will pursue at best speed, but keep their formation to prevent others easily from slipping around behind them. Characters who duck into buildings will find that the stone guardians do not pursue, but do hold position at the entrance to harry characters as they emerge.

Suffocating dust trap takes the form of dull yellow dust coating every visible surface – stone floor, walls, statuary and other fixtures – in the affected area. The dust blurs contours and obscures writing and other markings. Brushing at or otherwise disturbing the dust causes it to explode into the air, affecting all within 10' of the point of contact. Affected characters must save vs. poison at –2, or suffer severe coughing, choking and shortness of breath; this effect imposes a –2 penalty to hit and Armor Class, and a –4 penalty on all saving throws. The effect lasts 3-6 hours, or until relieved with a **cure disease** spell.

1. RUST MONSTER LAIRS

Each of the three buildings marked with this encounter number has been taken over as a lair by a family of 1d3+1 **rust monsters** (MM 83) which have burrowed beneath and into the houses in question and begun to scavenge among the assorted ironware that can be found there. The rust monsters are but recent arrivals to the Forsaken City and have not yet encountered the golems in place there; it might be possible to lure the creatures into fights with one or more golem sentries, if the adventurers play their cards right.

2. RUINED QUARTER

This borough of the city was burnt out long ago in some nameless disaster; only charred timber and crumbling mounds of unsupported brick remain. A total of seven **smoke para-elementals** (MMII 98; 8 HD each, hp 34, 32, 31, 31, 29, 27, 26) are present here, drifting aimlessly through the empty ruins. While in this area, do not check for random encounters; instead, check each turn to see if one of the elementals has been encountered (base chance 10%, increasing if the adventurers draw attention to themselves in some fashion); once one elemental has been encountered, the others shall quickly rally to the location in question, a new elemental arriving every 2-5 rounds until all seven have gathered. Elementals will attack if they outnumber the party, or if any

attempt is made to disturb the burnt-out ruins or clear away the ash and char.

Thorough searching here will locate a **brazier commanding fire elementals** in the depths of one of the houses; chance of discovery without magical aid is but 5% per hour of work, and even when located to unearth it from its present resting place will take a full three hours of labor. This may be aided with clever use of a **dig** spell or similar magics, but such must be employed carefully or else the brazier may be damaged (25% chance) and rendered useless.

3. PIT OF THE MARGOYLES

The buildings surrounding this area have been forcibly torn down, their brickwork heaped and scattered across the street to form crude barricades some 5' to 10' high. These barriers can be climbed over if care is taken, but to climb over one barrier requires a full turn's effort, and in addition a saving throw versus Wands must be made; failure results in 2d4 damage due to falling and bruising, a loose part of the barricade collapsing against the character, or similar.

Resident within this area are a total of 26 **margoyles** (*MMII* 83, hp 31 x3, 30 x4, 29 x2, 27 x7, 26 x5, 25 x3, 23 x2) which use this area as a lair and home base. They scavenge for food mostly in the wilderness outside the city, but return to this place regularly for safety; the canyons and fungal forests outside have many powerful and dangerous creatures, while the Pit within is relatively safe given the barricades collapsed across streets that would otherwise grant golems access.

The one building that remains standing in this place is home to the margoyle hetman and warchief (fights as a 7 HD monster; hp 42) and his advisor, an obsequious and greedy **spined devil** (*MMII* 49, hp 17), banished from the Nine Hells for unspecified crimes. The spined devil is the mastermind behind the creation of the barricades surrounding this area; he fantasizes of ransacking treasures from the heart of the Forsaken City, but has neither the bravery nor the ability needed to realize such dreams.

4. EARTHEN DOME

A huge mound of glistening earth and stone rises from the ground in this area, a full 60' in diameter and 20' high at its peak. Its exterior is utterly smooth, as if cut by a razor, and there is no known portal or entrance. Attempts to breach the surface via nonmagical means will fail utterly; even magical weapons will merely scratch the surface, though spells and items specifically designed for excavation or construction will suffice to gain entrance.

The inside of the dome is hollow, home to a **dao** (*MMII* 32, hp 47) of the Elemental Plane of Earth who seeks to investigate and loot the Forsaken City. This fell genie, Mazzerone by name, is greedy, grasping and ruthless though he wears an attitude of relaxed and cosmopolitan urbanity. Unless the adventurers respond with open hostility, he will be quite willing to parley with them and extend his hospitality; he has a small stash of human-suitable confections and liqueurs which he will share to put them at their ease. In conversation, Mazzerone will seek to (politely) pump his guests for any information they may have uncovered about the city of Naavros, while stonewalling their own questions or actively misleading them in an effort to bring them grief. If caught in a lie, he will be icily correct and seek to end conversation as quickly as possible. Mazzerone is quite capable of using his natural powers to exit the dome without difficulty, and may meet face-to-face with adventurers who spend extended periods lingering about the outside of his demesne.

If a battle begins, Mazzerone will be able to call on not simply his own capabilities but also his two pet **crysmals** (*MMII* 26, hp 34, 31) and six **chaggrin grue** (*MMII* 72, hp 25 x6) that will aid him in battle. If five or more of the dao's minions are destroyed, Mazzerone will attempt to flee; if he successfully escapes he may appear later at the Dungeon Master's

discretion, in concert with any wandering monster group. Mazzerone's treasure, within a chest at the center of the dome, includes a stash of 12 bars of platinum – each worth 400 gold pieces, and weighing 10 pounds – a **philter of persuasiveness**, a **decanter of endless water** and a **ring of contrariness**. The Dungeon Master may also wish to place maps, journals, or other writings here to lead characters towards a portal to the Elemental Plane of Earth, and to introduce individuals there who may feature in later, extraplanar adventures.

5. DEATH'S MANOR

This location is noteworthy for not being the same blank-faced, wall-to-wall tenements common elsewhere in the city, but rather reminiscent of a palatial manor as found in the surface world. The lawn behind the ornamental fence is made up of eerily-colored mosses rather than simple grass, and the main house still has brick walls lined with lead runes, but the overall sense of elegant and graceful magnificence should still be jarring and unsettling to even the most experienced explorer.

The master of this estate is Black Marlin, a **death knight** (*FF* 23, hp 50). He is arrogant, callous and dismissive of any who cannot be of use to him, but may be receptive to the party if they approach him with proper deference and humility. He wears tarnished mithril chain beneath a tattered and ragged shroud of deepest gray, and fights with a **short sword of life stealing**; he can **move silently**, **hide in shadows**, **hear noise** and **backstab**, all as a thief of the 10th level of experience.

In addition to Black Marlin, several other beings are in residence here. Six **wraiths** (*MM* 102, hp 26, 24, 23 x2, 22, 19) fill the roles of servants and confidants in the death knight's odd fantasy of noble ennui, and an ill-tempered **nightmare** (*MM* 74, hp 36) is kept in the stables. This last beast might be released to a PC to serve as a mount for no more than 24 hours, if the PCs agree to enter the Golem Laboratory (location 8) on Black Marlin's behalf and retrieve a small bronze pyramid from that location; if such an agreement is not reached, however, the nightmare will react with naught but hostility towards the party, battling them to the death if ever met.

6. OCHRE JELLY DENS

Each of these five houses has been occupied by an **ochre jelly** (*MM* 75) of four times normal size and twice normal Hit Dice. They may be instantly identified by the absolutely foul reek emanating from them, and the cracks and reddish discolorations marking doors and window shutters. If characters seek to enter, the ochre jelly will be waiting for them, and will instantly attack. It fights to the death.

7. ECHOING GARDEN (GALEB DUHR DRUID)

This location is a mix of stone plinths, stalactites and similar rock formations with assorted fungi, mosses and other plantlike life; vision here is never more than 20' due to obstructions, and often limited to 10'. An eerie silence, quieter even than the gloom present in the rest of Naavros, pervades the area; monsters present elsewhere in the Forsaken City will not enter this area, and random encounters should not be checked for. This area's lone resident and caretaker is a **galeb duhr** (*MMII* 68, HD 9, hp 44) who has powers and ethos similar to that of a druid; in addition to the normal powers and abilities of its kind it can **pass without trace** as a druid; reshape its body into soil form 2/day; cast **cure light wounds** 3/day, **heat rock** 3/day, **stone shape** 3/day, **dispel magic** 2/day, **commune with nature** 1/day, all as a 9th level druid. The galeb duhr can converse in faun, gnome and Druidic as well as its own alien tongue, and will parley with the party if they are amenable; it seeks the defeat of the dao Mazzerone (location 4) and if the party is able to slay or drive off the genie they will be welcome in this location for the duration of the adventure, the galeb duhr being willing to use its spells and abilities on their behalf.

8. GOLEM LABORATORY

This large building is noteworthy for being built not from clay-brick, but from stone – the same stone as that used to build the city wall. The walls radiate strong abjuration magic if examined magically; experimentation will reveal that they cannot be penetrated with **dig**, **passwall** or similar magics. Spells of apportionment, such as **dimension door**, will still work.

The southern antechamber to this area is vacant when the party arrives; this is the only part of the complex with an exterior door. All doors here are locked, with a cunning design that imposes a –20 penalty on **open locks** checks.

The main, central chamber seemingly was once filled with desks, workbenches and similar, but has long since been smashed into ruin; furniture is but kindling, and tomes and scrolls reduced to scraps of illegible paper scattered across the debris. Passages lead north, east and west as well as back south to the entry antechamber; a pair of **iron golems** (MM 48) stand sentry in the northwest and northeast corners of the room. They will not move unless attacked, or unless a character approaches one of the exit passages; the golem in the northwest corner will move to block any attempt to pass beneath the northern or western exits, while the golem in the northeastern corner will attempt to block passage through the eastern or northern exits. One final note: A powerful aura of magic permeates this room, such that all golems and other constructed beings present heal damage equal to one-fourth their total hit points each round (so 20 hp healing/round for the iron golems) but have their move reduced to one-third normal (so the golems walk at a speed of merely 2"). Thus, outright combat will prove extremely difficult, but outmaneuvering the golems may prove effective.

Each of the side chambers to the north, west and east is of similar design – in somewhat better condition than the central chamber, but still seeing some signs of havoc and destruction. Four **Naavros golems** (new monster) are present in each chamber, and will attack on sight; the magical aura present in the central chamber does not extend to this area, and so the golems present will move and fight normally. Each of the three chambers here has different treasures within, which the party may claim if the golems are defeated:

- Western chamber: two **potions of longevity**, magic-user spell scroll of **protection from normal missiles**, **cloudkill**, **anti-magic shell**.
- Northern chamber: key capable of unlocking all doors in the encounter area, **cursed scroll**, **manual of golems** (clay golem).
- Eastern chamber: bronze pyramid (of unknown powers and provenance), **potion of poison**, magic-user spell scroll of **detect invisibility**, **magic mouth**, **gust of wind**, **extension I**, as well as a **tome of leadership and influence**.

9. COLLEGE OF TESTING

The doors to this building stand open, seemingly allowing free vision and passage inside – but any who attempt to enter must make a saving throw against dragon breath, or be frozen in place for a long moment, then forcibly and painfully ejected, to sprawl helplessly in the middle of the street. Such an effect, besides attacking the target's dignity, will also impose a –1 penalty on attack rolls for the next 1–6 turns, as the residue of the binding effect lingers in muscles and limbs. An ejected character may freely attempt to re-enter this location, but must make a second saving throw; characters who succeed in their saves may enter and leave freely and without fear for up to 24 hours. Entry into the building will result in the characters looking around a small entry area, tastefully decorated and with several weapons forged from bluish-black metal placed on stands around the room. The weapons available here include:

- a well-balanced longsword;
- a massive, double-bladed battleaxe;
- a finely-crafted footman's mace;
- a long, slender dagger, suitable for either melee or throwing;
- a broad-headed spear, its haft made of the same metal as the rest of the weapon;

- an oddly-shaped longbow, its haft forged from flexible metal

A second set of doors, closed this time, stands opposite the first; they behave as **wizard locked** to any character who is not bearing one of the weapons found within this room. Inscribed above the lintel is a phrase in a forgotten language; if translated, it reads "Pass beneath these doors with thy weapon of preference, if thou would be tested."

Any character who enters the inside doors will find themselves alone in a shadowy, formless place, facing a single opponent in body-shrouding mail and a close-visored helm. The weapon wielded by this enemy will be similar to the one chosen by the character (if the character gained entrance by some means without selecting a weapon from the antechamber, choose a weapon type that is closest to the weapon that they carry) and their stats will vary as follows:

- **longsword**: The enemy is AC 0, 36 hp, attacks as a 12 HD monster for 1d8+3 damage. The blue-black longsword will function as a **+5 defending** weapon in this location only.

- **battle axe**: The enemy is AC 5, 40 hp, attacks as a 9 HD monster for 2d8 damage, immune to all spells, receives no damage whatsoever from any attack upon it that scores 9 damage or less. The double-bladed axe will serve as a weapon that strikes at +3 to hit, inflicting 2d8 damage on a successful hit, though Strength bonuses to attack and damage do not apply.

- **mace**: The enemy has 36 hp and base attack as an 8 HD monster for 1d6+3 damage, and is immune to all spells. Its AC varies in a four-round pattern, being AC 0 on rounds 1 and 3, AC 4 on round 2, AC –4 on round 4; it also has a –4 penalty 'to-hit' on round 2 and a +4 bonus 'to hit' on round 4. It will always yield initiative to its opponent, and will hold action in any combat round that its opponent does not attack. The blue-black mace functions as a **mace +2** while in this location.

- **dagger**: The enemy is AC 4, 30 hp, attacks as an 8 HD monster for 1d4+2 damage. At the beginning of each combat round, it will vanish and reappear in one of three locations (choose randomly): directly in front of the character, positioned behind the character in place for a backstab, 3" away and ready to throw the dagger he carries. The character may choose to adopt a combat stance prior to the beginning of the combat round – in normal stance no bonuses or penalties apply, in defensive stance the character receives a +4 bonus to AC but a –4 penalty to all attack rolls, in watchful stance the character receives a +2 bonus to hit with thrown weapons but a –2 penalty to melee attacks. The long-bladed dagger is a **+2** weapon and will return to the character's hand when thrown during this encounter.

- **spear**: The enemy has 28 hp, AC 5 initially, attacks as a 9 HD monster for 1d6+4 damage, immune to all spells. For every 5 hp of damage it takes, its initiative improves by 2 places; thus, once reduced to 23 hp or less, the enemy will be AC 3, at 18 hp it will be AC 1, &c. The metallic spear acts as a **spear +3** during this battle; its wielder may accept a –1, –2 or –3 penalty to combat damage in order to gain a corresponding bonus to attack rolls.

- **longbow**: The enemy has 25 hp, AC 1, attacks as a 7 HD monster for 1d6+3 damage. At the beginning of each round, the enemy fades into the shadows to reappear in a different location; spotting it requires a roll on d20, less than or equal to the character's Intelligence. Elves and halflings may treat their Intelligence as 4 points higher for purposes of this check. If the enemy is not spotted, it may not be attacked in the combat round and receives a free shot against the character. The metal-hafted longbow is a **+2** weapon, and will create its own arrows from the shadowy surroundings if the character lacks any such.

A character who is victorious in a trial will be returned to the area, healed of all damage and blessed with a +2 bonus to attack rolls and saving throws for the next 24 hours; the weapon used to meet the trial will vanish

forever. A character who is defeated will also be returned here, reduced to half the hit point total they had upon entering the location but otherwise unaffected. If all six trials are met and overcome by the party, the inner door will glow with a soft silver light, and be converted into a one-way portal to the top of the Brazen Tower (see next section).

None of the blue-black weapons have any magical powers or properties outside of this encounter area.

THE BRAZEN TOWER

This great tower, fully 500' in height and 300' in diameter, rises far above all other structures within the Forsaken City. Its outer surface is unmarred by doorway, window or other portal, but has been etched by unknown hands with an unending stream of interweaving sigils and symbols - in a way that first seems constant and changeless, but which the eye will attempt to impart meaning to if stared at for too long.

The substance from which the Tower is built is something otherwise unknown upon the Prime, seemingly similar to both metal and stone and yet not wholly of either nature. It is incredibly hard - even weapons of drow-forged adamantium will barely suffice to scratch its surface - and bars all form of teleportation magics, as well as disintegrate, passwall, phase door and similar. Not just exterior walls (at a thickness of 20') but also the material between floors and ceilings (10' thick between each level) are made of the strange metal. Its barrier extends also into the ethereal and astral planes, preventing ingress through those methods. An entrance does exist through the tower roof, but given the difficulty with use of **fly** and **levitation** magics within the Forsaken City, it is up to the adventurers' ingenuity to gain entrance.

1. A wide, shallow staircase descends from the top of the tower into this room. Each step is a full 5' square, with a mere 3 inches of descent between steps, so that the distance traversed in descent is some three-quarters of the chamber's perimeter. Walls and ceiling are studded at intervals with harsh white pinpricks of **continual light** that illuminate the area. When adventurers reach the bottom, they will find themselves in a great, circular chamber, seemingly empty save for the radiance of a **prismatic sphere** glowing in the exact center.

This **prismatic sphere** bars access to the trapdoor which allows travel to the next level below. Its layers may be negated in the normal fashion, but when each of the layers is negated there is a 20% chance of a rainbow guardian appearing, of the color of the layer negated. (Thus, when the red layer is removed there is a 20% chance that a crimson-hued rainbow guardian appears; when the orange layer is removed a 20% chance of an orangehued guardian appearing, &c.) Each of these monsters has 40 hp, moves and fights as an efreet, has no spell abilities save the ability to generate a **prismatic spray** 3/day (all rays of the hue of the guardian itself), and is immune to all spells save those that deal electricity damage (which will paralyze the guardian for 1d4+1 rounds). These creations will fight until destroyed, or banished by the complete destruction of the **prismatic sphere** (as detailed below). When defeated, each leaves behind 2-12 shards of tinted crystal, worth some 100 g.p.v. each.

The one exception to the above appearance chances lies with the final, violet-hued layer of the **prismatic sphere**. If this layer is removed via use of **dispel magic** (after all other layers have been removed), all rainbow guardians active are immediately banished; but if the entire sphere is destroyed at once by a **rod of cancellation** or similar item of power, a violet-hued rainbow guardian immediately appears, and will fight to the death. Once the sphere (and any guardians created by its dissolution) are dealt with, the characters may pass through the trapdoor into the location below.

2. The trapdoor from above descends but 10' into a narrow walkway, seemingly suspended in utter blackness; the globes of **continual light** show the floor below, but reveal nothing of the shadows to either side. Permanent **walls of force** bound both sides of this walkway, as well as the

innermost side of the staircase beyond; they may be dealt with via **disintegrate** as normal, but such spells will only destroy a 10' square section of wall at best.

If the characters find some way of breaking down or bypassing the walls and enter into the blackness, they will quickly find themselves suspended in a strange place of shadows, separated from any companions that may have followed them and seemingly unable to move, breathe or speak. Each character so affected will be attacked within 3 combat rounds by a pack of 1d4+2 shadows (each with hp 12), which will swoop at the character from all directions; run the resulting battle normally, for though the character will not be able to 'see' or 'feel' his blows strike home the monsters will recoil in pain and fear when struck regardless. A character who wins his battle is transported to the center of location 3, below; a character who dies has their body and soul trapped within the underworld, recoverable only by careful use of a **wish**.

Characters who hold to the main passage will find matters much less strenuous; the only danger lies halfway down the stairway, where a **sphere of annihilation** hovers in the middle of the air. Though dangerous in the extreme if touched or prodded, this strange creation of magic is immobile unless prodded at by a PC, and can easily be sidestepped or ducked under (though the Dungeon Master should feel absolutely free to roll dice behind a screen, to increase paranoia on the part of players).

The sphere may be controlled by a magic-user in the normal fashion, but only to keep it moving within this level of the tower - if a PC attempts to force it up to the next level or down below the bottom of the stairs, or tries to use the sphere to destroy the metal making up the tower's structure, it immediately changes shape into a screen 5' wide and 10' high (completely filling the passage), remains motionless for 1 combat round, then sweeps towards its former controller at a speed of 3" per turn, annihilating everything in its path! Retreating from its advance or finding some way to enter the blackness beyond the stairwell are the only ways to avoid certain destruction. The transformed sphere's movement continues until it reaches either the top or the bottom of the stairwell, after which it remains in place for 1 turn, then vanishes and resumes its original shape and position.

At the bottom of the staircase is a strange archway, inlaid with colorless gemstones and within which a strange mist of pale red billows, blocking all sight of what lies beyond. Those passing through appear within location 3.

3. Upon entry into this place, the characters may at first believe that they have somehow left the Brazen Tower entirely, for it is a strange, blasted plain, empty of all life and greenery and with a vile and sulphuric tint to the air. A ridge in the form of a half-circle bounds part of the immediate area, from its highest point in the 'west' to the 'east' where it merges with the remainder of the plain, but the land continues without end in all directions, a waste more desolate than could ever seem possible. The sky overhead is a pale, unpleasant yellow, unmarked by cloud, star or sun.

In fact, this place is - by some means - a superimposition of the Tower upon one of the innumerable planes of the Abyss. Demons and other inhuman creatures sometimes pass through, but cannot depart from this place into other parts of the Tower without the guidance of a mortal - like the PCs! Adventurers would be wise to find quick egress from this place, to continue their quest unhindered; if the party chooses to leave the vicinity of the area shown on the map, they must make their own fate but are unlikely to find prosperity or weal.

Exactly where the characters enter this location depends on their method of departing the previous location. Characters who descended the staircase and entered the arch appear on the 'westernmost' peak of the half-circle ridge; behind them, though undetectable by any sense or spell, is a similar arch that will return them from whence they came. Characters who braved the blackness appear in the effective 'middle' of the encounter area, standing on the endless plain. The exit is to the

south, beneath a large boulder which keeps it from being easily seen; it can be located as a secret door, and accessed via a bend bars/lift gates check or other method of shifting heavy objects. Traversing it will lead to location 4.

No danger initially threatens characters in this place. However, for each full turn spent within the location, there is a 10% chance of a pack of 4-24 manes (hp 4 each) wandering into the encounter area. Arrival of more powerful demons may be warranted if the PCs spend extremely long (6+ hour) periods within this location.

4. This chamber appears similar to location 1, above - a shallow staircase spiralling downwards into a great, empty circular chamber, with a trapdoor in the center of the floor leading further downwards. However, further passage here is barred not by any sort of spell, but instead by the presence of a movanic deva (hp 64) who stands here, brutally scarred and with his jaw ruined and shattered, but still proud-eyed and unbowed. He will await the party at the base of the stairs.

When the adventurers descend, the deva will greet them wordlessly (for his injuries render him completely unable to speak) and will gesture for them to return in the direction whence they came. Should they refuse, he will bar their passage with his body, and fight boldly if attacked. His weapon is a **two-handed sword +3** (Int 9, Ego 18, LN alignment; **detects evil** and **invisibility** to 1" radius; **special purpose - overthrow chaos**, causing **blindness** 2-12 rounds on a successful hit; note that the deva's vigil in this place is always assumed to fulfill the sword's special purpose) and he may cast **fumble**; **hold person**; **mirror image**; **slow** each 1/day in addition to normal spell-like powers.

If the deva is defeated, the adventurers may claim his sword if they dare; however, the weapon will be close-minded and sullen, and not provide any use of its powers until after the party has departed the Brazen Tower (at the very least). Paladins and other clerics of lawful alignment should likely seek to return the sword to a patriarch of a holy church, rather than claiming it for their own to wield. Passage through the trapdoor to location 5 is also possible.

5. The drop from the trapdoor above to the floor of this chamber is a full 50', onto an extremely hard surface; it is up to the adventurers to determine how they may enter safely, as well as preserve some way of exiting once more. The exit from this area (to 6.) is through a spiral staircase leading downwards, on the north wall.

However, the adventurers will not likely seek to depart this location immediately, for it is the treasure vault of the Brazen Tower; many chests, coffers, shelves and stands are here, all glistening with rare, beautiful and valuable things. The total quantity of gold, platinum and gems here is well in excess of 50,000 g.p.v., and there are many items of magic present as well - **sword +2 nine lives stealer**; **mace +4**; **splint mail +2**; **shield +1, +4 vs. missiles**; **ring of protection +3**; **staff of command** (with a full 25 charges); **chime of opening** (with 40 charges); **robe of scintillating colors**; 6 **potions** of choice and 6 **scrolls** of choice of a nature to be determined by the Dungeon Master.

No immediate threat or guardian awaits in this room; however, the dread magics that bind the demon lord below do have some effect on treasure gathering within this room, with the result that no matter how hard the characters try, each may only carry forth a single item (defined as one sack holding no more than 200 coins, or one gem with a value of at most 500 g.p.v., or one magic item) from this place. Attempts to claim greater prizes result in the extra items simply slipping away, like fairy gold, once the eye is taken off of them, to end up in this chamber once more.

6. This final location is an echoing pit of absolutely Stygian blackness; unlike the other locations, it is not lit in any part by continual light spells, and descends some 300' (to a depth even below the surface of the ground outside) to the floor below. Such a depth requires several spirals of the staircase (1200 steps!) to complete, each one trod in the echoing

silence of a tomb.

At the very bottom of the chamber, standing in silent and motionless repose, is chained a great figure, somewhat humanlike in shape but with four arms and formed entirely from shards of shattered glass. This being is the demon lord Ahazu (sometimes also called 'Ihazu' or 'Azahu'), a one-time lieutenant of Demogorgon and a warrior of fell and terrible power. He will note the presence of the PCs if and when they approach, but will not acknowledge their presence, converse with them, or otherwise make any visible sign of being aware of their existence.

The adventurers will hopefully not be foolish enough as to seek to free Ahazu; should they try, the efforts needed to shatter his chains may be freely chosen by the Dungeon Master, either as simple or as difficult as desired. Seven shackles bind great Ahazu - one around each wrist, one around each ankle, and the last locked around his neck. If Ahazu is freed, these shackles may be claimed as treasure, and each will provide protection from spells and spell-like abilities which cause instant death if worn, for 3-12 such spells per shackle; however, those wishing to claim such a prize must first survive Ahazu's wrath, for he will not be grateful.

Ahazu will inflict attacks upon his foes for 1-3 rounds; his AC, hit points, and other statistics are not fully detailed here, for defeating him in such a short span of time is undoubtedly far beyond the capabilities of the PCs. Ahazu attacks by striking with his fists (4 attacks per round, for 2d8+4 damage each, hitting as a 20 HD creature), or casting **blade barrier**, **incendiary cloud**, or **creeping doom** against enemies; Ahazu's full powers are greater than these, but fortunately he will depart by magical means after only a short time battling on the Prime, to seek out older enemies elsewhere.

Thus concludes the chronicle of danger and adventure to be found within the Forsaken City of Naavros. Yet the end of such a journey cannot but lead to the beginning of many others, within the depths of the Earth and beyond...

NEW MONSTER

Golem, Naavros (Glass golem)

FREQUENCY: Very Rare

NUMBER APPEARING: 1 or 1-4

ARMOR CLASS: 4

MOVE: 9"

HIT DICE: 32 hit points

% IN LAIR: Nil

TREASURE TYPE: Nil

ATTACKS: 2

DAMAGE/ATTACK: 1-12/1-12

SPECIAL ATTACKS: See below

SPECIAL DEFENSES: See below

MAGIC RESISTANCE: See below

INTELLIGENCE: Semi-

ALIGNMENT: Neutral

SIZE: L (7' long)

PSIONIC ABILITY: Nil

Naavros golems, also sometimes referred to as glass golems, are an esoteric and littleknown breed of magical construct. They are sometimes crafted in humanoid form, but more often in the shape of great cats or massive hunting hounds, their bodies sculpted from smooth, whorled glass. Though not possessed of exceptional speed, a Naavros golem does move with a liquid grace that is remarkable to behold - at least, when such grace is not devoted to seeking to rip the observer's throat out.

A Naavros golem can be constructed by a high-level magic-user, employing a **limited wish** or **wish**, along with **glassteel**, **Otiluke's freezing sphere**, **polymorph any object** and **protection from normal missiles**. They will obey all simple commands, but have a 2% cumulative chance per

round while in combat to go berserk, attacking the closest living target other than their creator. Once a Naavros golem has gone berserk, its creator cannot regain control unless no other living being remains within eyesight of the golem; once this occurs, however, regaining control is automatic.

Naavros golems can only be damaged by magical weapons. Spells of most kinds have no effect, but magical fire will serve to **confuse** the golem (as the magic-user spell, for a duration of 1 round per die of damage normally done) and **glassteel, stone to flesh** and its reversed version will heal the golem of all damage.

ENCOUNTER AREA Y/26

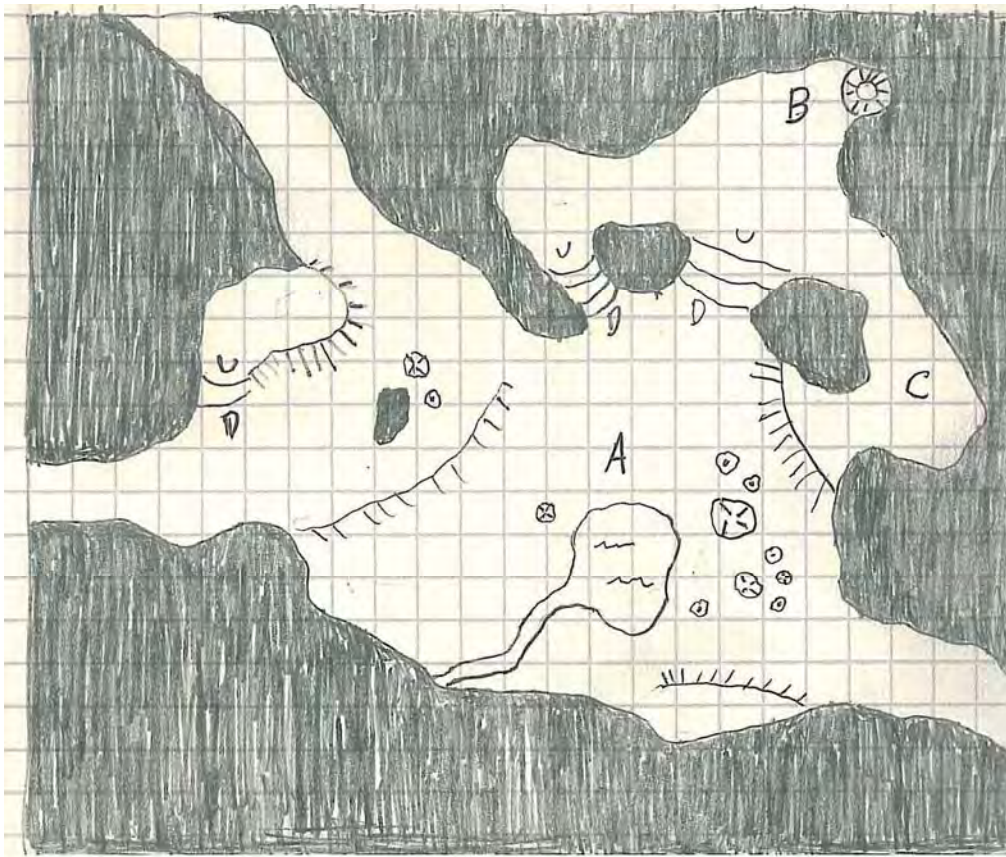
The Dread Sinkhole by Eldersphinx

At this location, the secondary corridor running northwest to southeast crosses above the waters of the Svarjet, more than fifty feet below. Though this passage and the river tunnel were once completely separate delvings, such has not been the case for many centuries now. Water erosion, possibly aided by other unknown forces, has served to wear away the upper passage floor, creating a gargantuan hole that leads to the waters of the Svarjet below. This sinkhole is some 15' in diameter, and the passage surrounding it is but 5' to 7' wide on either side, passable by travelers only in single file. A thin, but unbroken, waterfall cascades from further above, through the tunnel and the sinkhole, to seamlessly merge with the waters of the Svarjet below.

Danger for the unwary persists in this area. A water weird (H.P.: 18) lurks within the waterfall, and will take form and strike as soon as the adventurers approach. It will attacking those seeking to pass the sinkhole. Because of the tight confines and uncertain footing, neither high Dexterity nor shields provide any Armor Class bonus against the water weird's attack. Characters affected by the creature's strike must save versus paralyzation at -4, and, if failed, are pulled off the ledge to plummet downwards, taking 3d6 damage upon hitting the surface of the Svarjet, and possibly drowning within its waters! Perhaps fortunately, the water weird will not pursue characters into the Svarjet, instead remaining within the waterfall to attempt to pull other passersby downwards. Characters who survive the fall, and avoid drowning, will be pulled to the northeast by the currents of the Svarjet, towards ENCOUNTER AREA B2/24.

If the water weird is permanently dealt with, the interior of the shaft may be examined. A careful exploration will uncover a small vein of emerald gemstone a short ways downwards, worth some 9,000 g. p. if mined from the surrounding stone. Such effort will require extensive investment in scaffolding, mining tools and similar gear, however, as well as 21-30 days of continued effort (reduced by a third if a dwarf or gnome oversees the work). The adventurers may be better served by carefully charting the location of the find, and selling it to some other party within the underworld in exchange for gold or other service. If such a plan is adopted, the claim is worth only 1,000 g. p., as the buyer would still need to engage in a great deal of work to unearth the gems, but should still receive a bonus of 3,000 treasure XP for their find.

ENCOUNTER AREA Y/36: MAP A



ENCOUNTER AREA Y/36

HOOK HORROR WARREN

DM's NOTE: This is a living cave with fresh air being brought in from a natural chimney and a stream bringing fresh water. Any dwarves or gnomes will notice the change in the air within 250' of the chamber, with the rest of the party noticing within 60' of approaching the cavern.

A)MAIN CAVERN-A small pool of fresh water surrounded by giant mushrooms and stalactites and stalagmites is the central feature. There are 8 Hook Horrors (hp: 26, 26, 24, 23, 23, 23, 21, 21) scattered around the pool and 3 piercers (hp: 17, 14, 12) overhead near the stalactites and stalagmites.

B)NATURAL CHIMNEY-A large uncut sapphire (5000gp base value) lies undisturbed at the bottom of this narrow chimney. Yellow Slime (16hp) clings over the gemstone from within the chimney.

C)LAIR-Three more Hook Horrors (32, 28, 24 hp) are here sleeping; they will wake and join combat in 2 rounds.

YELLOW SLIME

Frequency: Very Rare
 NO. APPEARING: 1-4
 ARMOR CLASS: 10
 MOVE: 0"
 HIT DICE: 3
 % IN LAIR: Nil
 NO. OF ATTACKS: Nil
 DAMAGE/ATTACK: Nil
 SA See Below
 SD See Below
 MAGIC RESISTANCE: See Below
 INTELLIGENCE: Non-
 ALIGNMENT: Neutral
 SIZE: Medium to Large
 PSIONIC ABILITY: Nil
 Attack/Defense Modes: Nil
 XP VALUE: 310 + 3/hp

Yellow Slime is distantly related to Green Slime and like its cousin; it is found only in subterranean places, where it feeds on animal and vegetable matter.

The Yellow slime typically drops onto passing creatures from overhead; it then exudes a paralyzing poison (-2 to save) as it begins the process of consuming its target. If no action is taken to remove the yellow slime, then within 1-4 rounds the target will have been devoured completely (no resurrection possible). Yellow Slime devours organic armor and wood (up to 3" thick) within a single round, but takes 5 rounds to dissolve metal armor.

The following spells are the only known methods of destroying Yellow Slime: Cure Disease (kills it outright), Purify Food & Drink (deals 1 hp/ level with save for half), Cone of Cold (acts as a Hold Monster spell that lasts for 1 round/point of damage rolled).

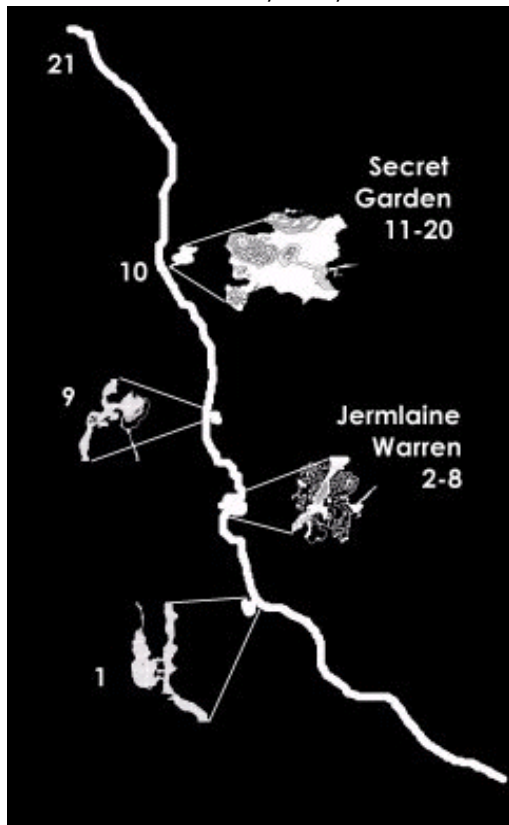
Note that fire (normal and magical) actually heals Yellow Slime and causes it to grow at a rate equal to the damage that normally would have occurred. If maximum Hit Points are obtained this way, then the Yellow Slime splits in two with each new slime having 12 starting hit points.

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.

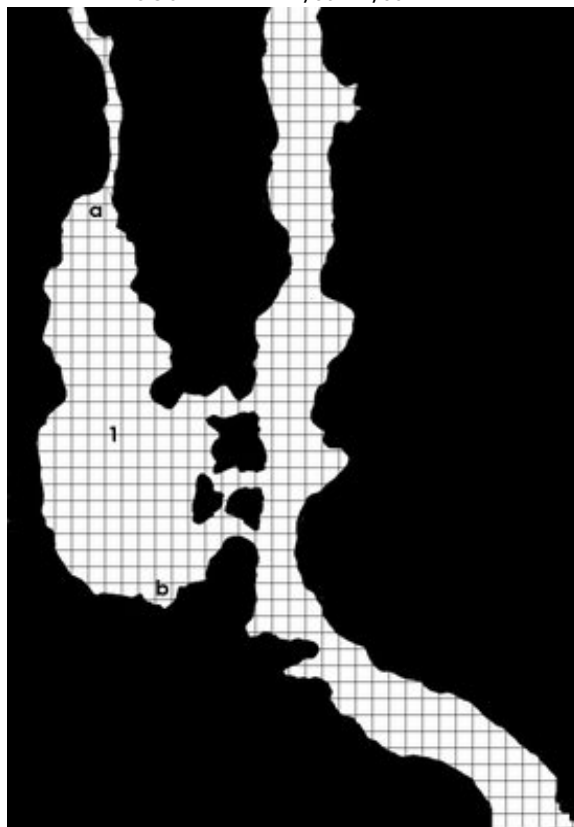
The Jermlaine have a guard post consisting of three Jermlaine (H.P.: 1, 1, 2) and two rats (H.P.: 1, 2) at area a on the map. If the party engages the Umber Hulks, one of the guards will run back to the Jermlaine Warren. He will gather 10-40 of the others and return to ambush the party. If a lightly 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.

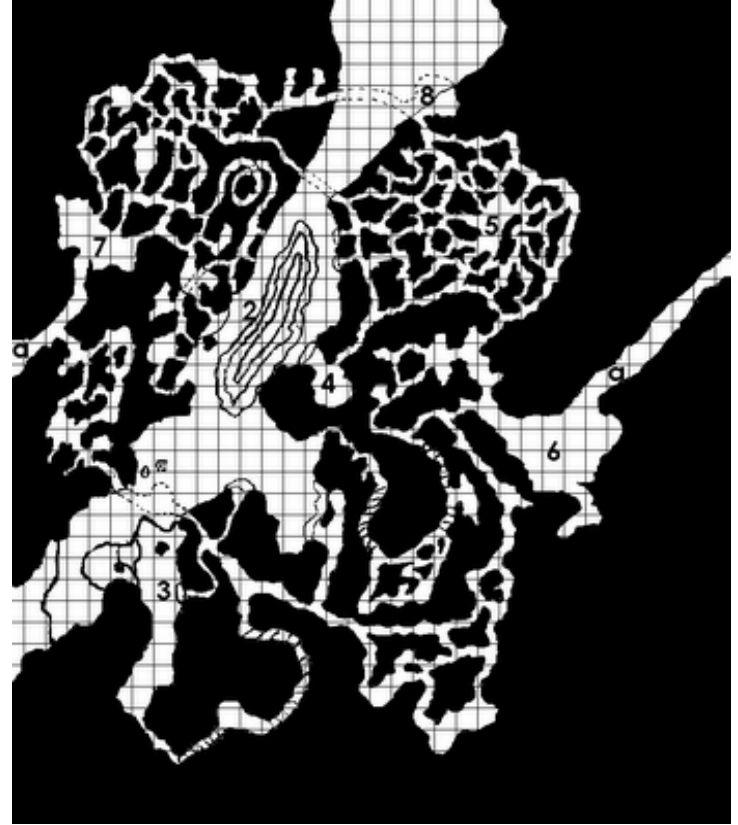
The Jermlaine intend to kidnap one of the party and imprison him or her, demanding that the PCs kill the Shadow Demon and the mephits in THE SECRET GARDEN in order to secure their comrade's release. Once a member of the party is captured, the Jermlaine will send an emissary who can communicate with them. 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; THAC0 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.

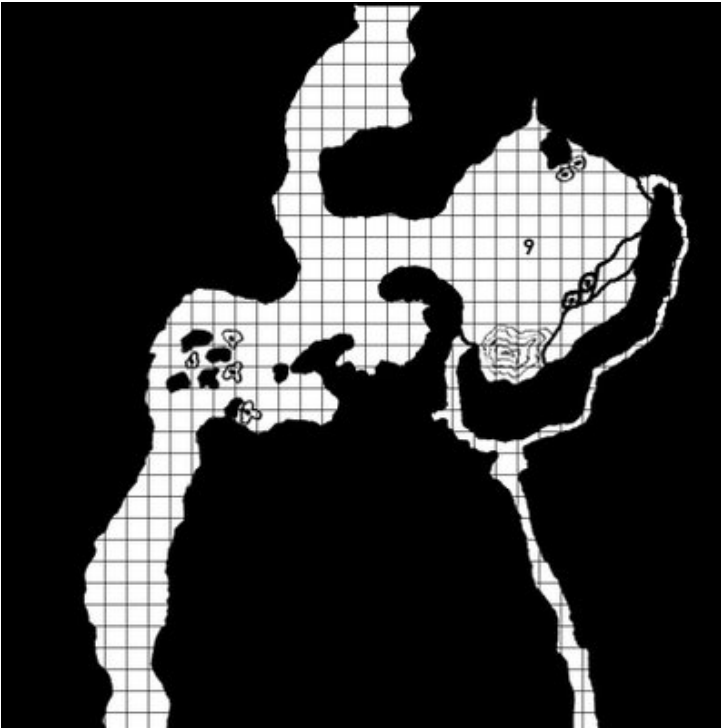
10. **THE TUBE:** Traveling north-northwest for 1300', the party will come to **THE TUBE**. The 40' wide corridor here is transected by a very smooth, 12' diameter tunnel that cuts through the corridor at a 90 degree angle (see map area). Ages ago, some creature bored through the stone here. The lower 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 claw. 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 Myconids: (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 mephits 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.

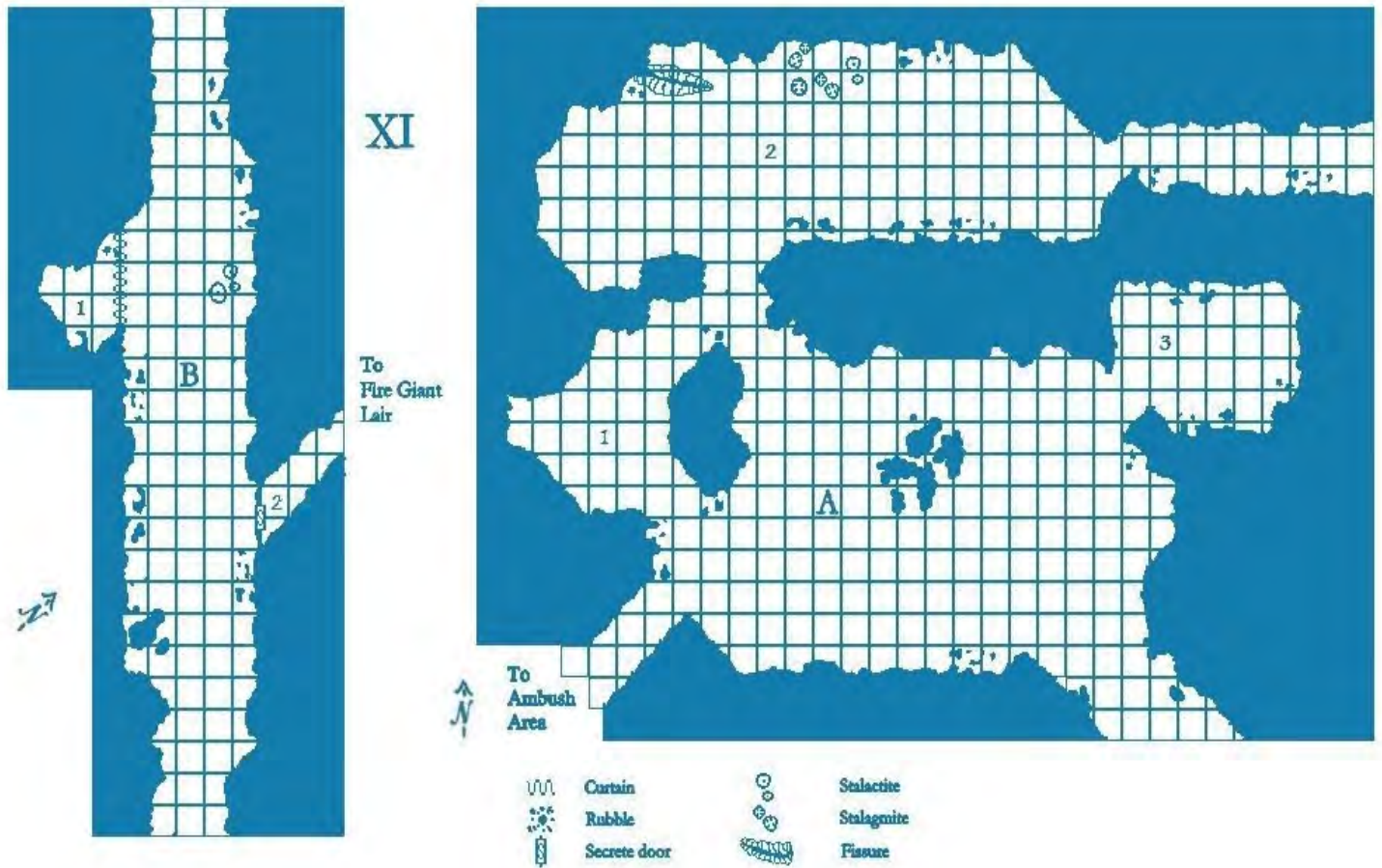
Ring of Shrinking

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.

ENCOUNTER AREA A2/20 AND ENCOUNTER AREA C/20: MAP A



ENCOUNTER AREA A2/20

The Fire Giant Ambush by Istarlome

The following description assumes the party enters the ambush site from the southeast. The passage widens to about 45 feet. There is rubble everywhere and large rocks litter the floor. Area 1 is cleverly hidden behind a curtain that blends into the wall nearly perfectly in the dim light. This curtain and the secret door to area 2 will go unnoticed unless the characters are actively searching. In that case, roll normally for any character to detect these hidden areas.

When the party reaches area B, two male Fire Giants (any two from ENCOUNTER AREA C2/20) will step out of area 12. They are armed with huge swords and each carries a large rock. One female Fire Giant will step out from behind cover in area 2 and will not be noticed unless a character turns to look in that direction. She is also armed with a huge sword and a large rock. She will take aim on any character who appears to be a spell caster.

One of the males will greet the party. What happens next depends on the party's reactions. If the party tries to parley with these huge beings, the giants will explain that a toll is required from anyone wanting to pass through this area. The Fire Giants are quite clever and will ask for 10 to 50 gold pieces from each party member wishing to pass. The amount goes down as a group's apparent strength goes up, so that strong parties pay less. This tactic ensures the best chance of extorting some coins from the

party and preventing any clashes. If the party pays the toll, they are allowed to pass without incident. If the party refuses to pay, the Fire Giants attack by throwing rocks at any spell casters and then moving in.

In the event that the party enters the area from the northwest, the events will occur in a similar fashion, except that the Fire Giants at area 1 will allow the party to pass them before appearing. One will then call out from behind the party.

The party will not find any treasure on the Fire Giants but a search of area 1 will reveal the following: 2,000 silver pieces, 2,000 gold pieces, a **figurine of wondrous power (serpentine owl)** and a **long sword +1, +3 vs. regenerating creatures**.

ENCOUNTER AREA C2/20

The Fire Giant Lair by Istarlome

The area is the lair for a band of Fire Giants who attempt to extract treasure from anyone traveling through the passage at ENCOUNTER AREA A2/20 (described later). The party might enter the lair from the east, southeast, or southwest. If they enter from the southwest it means that they have encountered Fire giants at the "ambush site" (A2/20). If they enter from the east or southeast, there is a 25% chance that all of the giants are in their lair. Otherwise, there will be two male and one female

at the "ambush site".

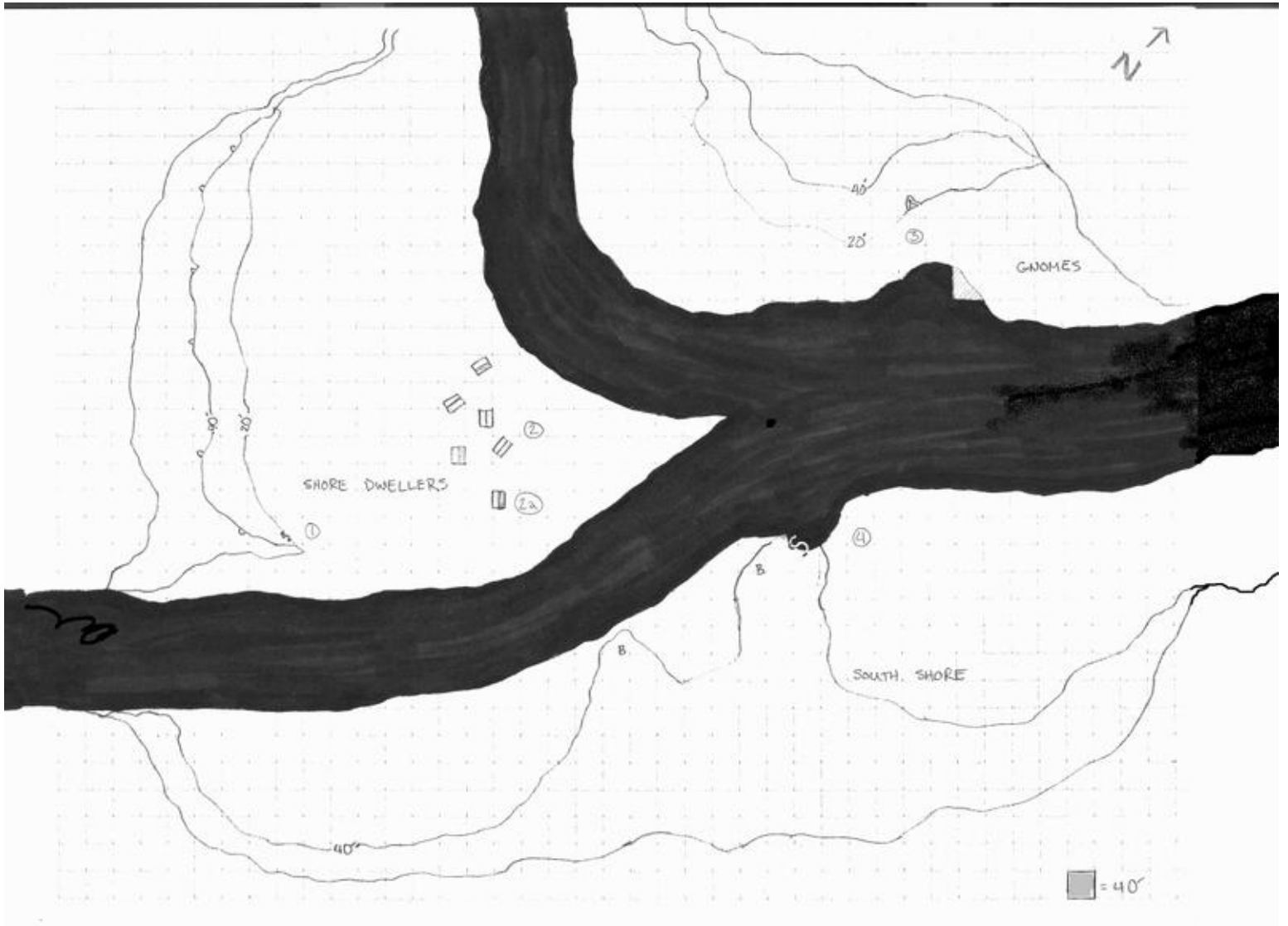
The lair consists of a total of seven Fire Giants: four males (H.P.: 45, 49, 57, 61), two females (H.P.: 46, 49) and one infant. The Fire Giants keep two Hell Hounds (H.P.: 22, 26) as watch dogs.

As the adventurers approach the lair from the southwest, a faint growling will be heard from within the dimly lit cave. This will alert the Fire Giants and they will be ready for anyone who enters. When the party enters, one male Fire Giant will be in area A. He will confront the party and give them a chance to leave without confrontation. The rest of the males and one female will step out from areas 1, 2, and 3 in the next round. If the party leaves the giants will not follow. The Fire Giants will fight to the death if pressed. The strategy will be to throw rocks at any character who appears to be using magic and then moving in to attack with huge swords. The Hell Hounds will attack characters indiscriminately.

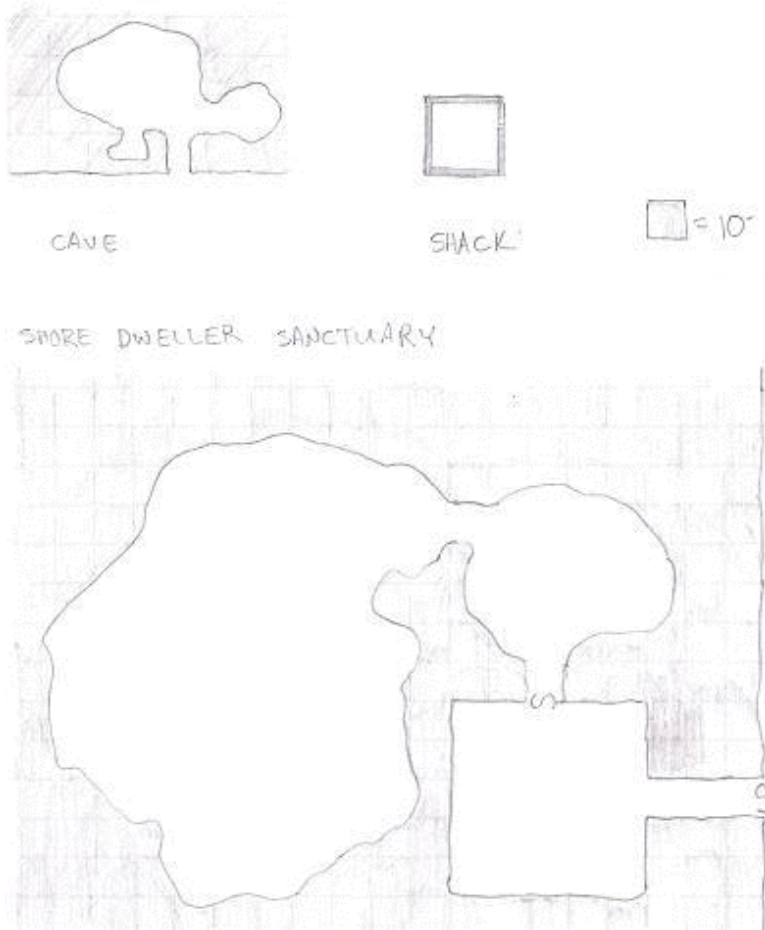
If the party enters the lair from the southeast, it will mean they have encountered Fire Giants at the "ambush site". Of course the remaining Fire Giants will know this and assume their companions have been killed. They will attack anyone entering their lair immediately.

- A: A community area with several large rocks used as chairs. Nothing of value is found here.
- 1: This area contains the bedding for two but is obviously a male's and female's quarters. Hidden are 3,000 electrum pieces, 7 gems (10 g.p., 50 g.p. and five 500 g.p.), a **potion of climbing**, and a **scroll** (Cleric: **cure critical wounds**).
- 2: This area also contains the bedding for two. In the northwest corner is a large fissure which is the source of intense heat and some of the wondering monsters in the area surrounding this lair. Hidden are 2,000 gold pieces, and a **scroll of protection from possession**.
- 3: This area is the nursery. One female Fire Giant with an infant will be found huddled against the wall. She will fight fiercely if anyone closes with her, but will leave if allowed. Bedding for two is found here. Hidden are 9,000 silver pieces, a **+1 mace**, **+1 studded leather armor** and 2 **scrolls** (Cleric: **speak with plants**, **exorcise**, MU: **detect invisibility**).

ENCOUNTER AREA B2/24: MAP A



ENCOUNTER AREA B2/24: MAP B



ENCOUNTER AREA B2/24

Svirfneblin Trading Post by Elfdart

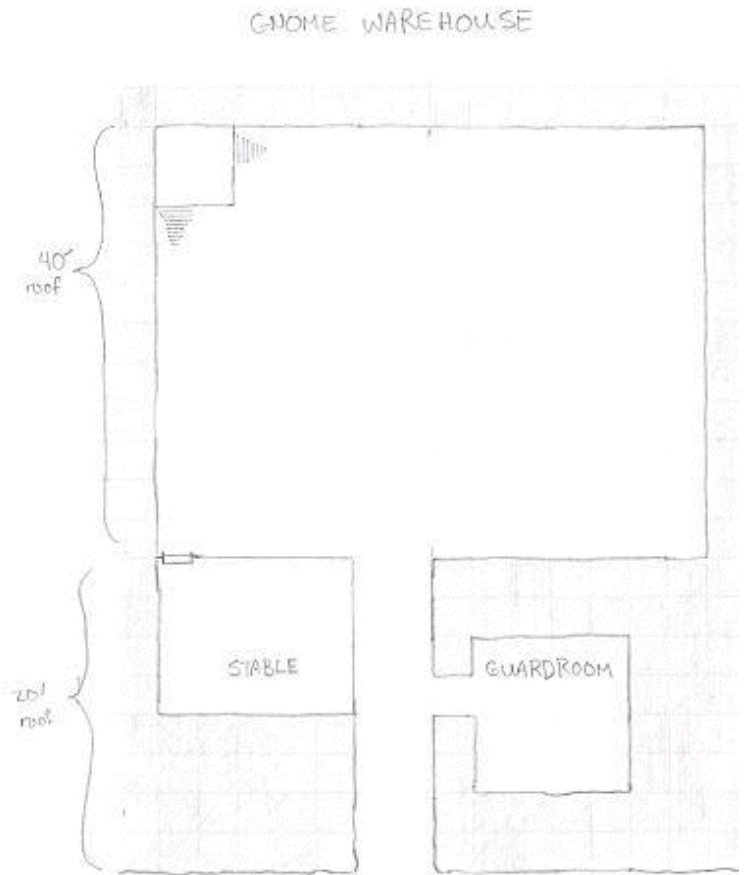
This large cavern is where the Svartjet, from the southwest, converges with the Pitchy Flow, from the northwest, and flows towards the northeast into the Sunless Sea. If the party has managed to commandeer Thoopship's barge (see ENCOUNTER AREA W/27), they will most likely pass through this area. This area is divided into three sections: the West Shore, North Shore and East Shore.

North Shore:

This area contains a hidden trading post run by a dozen or so greedy and lazy Svirfneblin who have decided that trading for gems and precious metals is easier than mining for them. They will gladly buy or barter gems from anyone, but pay only a maximum of 80% of the gems' value. They will sell their gems as well, but only at a minimum of 120% of the gems' value. Once they have gathered a large enough amount of merchandise, they load their armed barge (see below) and transport it home to hex A2/31.

In a hidden stone vault, they have vast stores of foodstuffs, clothing, normal tools and other bulk items, all of which they are willing to sell or trade at usurious rates. They also have a series of oddities that are unsuited to the Svirfneblin. These items are:

4 Mount Lizards (AC 5, HD 4+4, MV 15", Damage: bite for 2d4) These



mount lizards have been scavenged from assaults on drow caravans. Each can carry 250# at full move or 400# at half move and bears a large scar on its flank where an identifying House brand has been removed. The price includes tack and harness. Cost: 1,000 g.p. each

1 Riding Lizard (AC 5, HD 4+4, MV 21", Damage: bite for 2d4) This unusual speckled animal was specially bred for speed, as it belonged to a Drow noble from the House of Noquar. This noble was ambushed and killed along with his retinue when they pursued runaway slaves from the Vault. In addition to the now-observed brand, the beast has a special, magical marking under the saddle straps. The Deep Gnomes know of the mark and are willing to part with the lizard for as little as 700 g.p., since they fear Drow reprisals should the animal be found here. Any Drow viewing this riding lizard has a 10% chance of recognizing the mount and will demand to examine it. The Drow noble is considered missing, and small search parties scour the area for him. Woe to anyone caught with this fine animal by the House of Noquar! Cost: 1200 g.p.

2 Pack Lizards (AC 5, HD 6+6, MV 9", Damage: bite for 2d4) These pack lizards have been scavenged from assaults on drow caravans. Each can carry 450# at full move, but will not move at all if loaded with more weight.. Each bears a large scar on its flank where an identifying House brand has been removed. The price includes tack and harness. Cost: 1,000 g.p. each

One suit of **Drow chainmail +4** fitted for a large human (over 6' tall

and 200#). Cost: 10,500 g.p.

Seven cubes of Drow poison resin for weapons (6 applications each, save -2 or fall to sleep). Cost: 1,000 g.p. each

One walrus ivory box (1' x 1' x 2') worth 500 g.p.. Unbeknownst to the Deep Gnomes, the ceramic bottom of the box is in fact a cuneiform clay tablet-scroll of **remove curse** cast at 20th level. Cost: 5,000 g.p.

The Deep Gnomes would love to trade and explore to the southwest along the Svartjet, but Thoopship extorts a heavy toll (in valuables and in the unlucky Deep Gnomes whom he devours). If proof of death of the Mad Monitor and his pet gar can be shown, the Deep Gnomes will buy and/or sell gems and other valuables at face value for the next two transactions and will give them free passage on their barge.

The barge is capable of carrying 40 tons of cargo. Assume each pack/mount lizard weighs a ton. It travels to the northeast at 10 knots. It has a ballista and a flamethrower (range 90', damage 4-24), plus numerous smoke bombs and other defenses - even the short trip to the loading dock at ENCOUNTER AREA K2/26 is extremely dangerous!

West Shore:

This dreary place is covered with shanties, caves and tunnels carved into the walls of the cavern. The residents are a desperate, poverty-stricken collection of half-breeds, crossbreeds, and other outcasts. Most are crosses between humans (surface and Lerara) and either elves (surface and Drow - treat as half-elves or half-Drow) or various goblinkind (treat as half-orcs). The inhabitants of this area are an assortment of runaway slaves, stragglers from earlier expeditions, outcasts, creatures native to the Underdark, and various combinations of the above. The Deep Gnomes often hire these pitiful souls to do manual labor or to search for valuables along the shores of the river (wood being a prized commodity in a world with no trees) in exchange for food, tools, clothing, and, in some cases, weapons to defend themselves. The Svifneblin make sure that any weapons sold are not of Deep Gnome provenance, as they fear retaliation from the Drow if such weapons are discovered.

The people of the West Shore will gladly accept hire as men-at-arms, but will not go anywhere near the Vault or the Shrine. If the party can convince them that they can lead them to safety in the surface world, they will serve for free as long as food and arms are provided. However, if they sense or are somehow led to believe that they are being taken to either the Vault of the Drow or the Kuo-Toa Shrine, they will turn on their "allies" with berserk fury (+3 to hit and damage or 2 attacks per round). Otherwise, treat them as either 1 HD monsters or 1st level NPCs.

When an encounter occurs, roll on the table below. A result of 8-10 indicates the encounter is with a Shore Dweller (see below), a creature of such mixed ancestry that it is difficult to determine its background, and it may have sensory abilities very different from any of its likely bloodlines. The typical Shore Dweller has pale bluish-grey skin, large eyes that reflect light (appearing to glow fluorescent blue in the dark) and is generally human-looking, though with obvious elfin, human, and goblinoid features.

Roll	Senses	Race
1	infravision 120', -2 in bright light	Drow or Lerara
2	infravision 90', -1 in bright light	Drow/Elf hybrid, Lerara/Human hybrid, Lerara/Orc hybrid

3 - 4	infravision 60', -1 in bright light	Orc, Goblin
5 - 6	infravision 60', no penalties in bright light	Half-elf, Half-orc, Hobgoblin
7	normal human vision	Human
8	ultraviolet vision 60'	Shore Dweller
9	superior hearing and smell detection 90'	Shore Dweller
10	roll twice and take the better of the infravision results, plus either ultraviolet, normal, or hearing and smell, or pick two	Shore Dweller

Most of the dwellers of this forsaken place are out foraging, so only 3-12 will be found here at any given time, with only a hundred (half of whom can't fight) living here total. One of the humans, humanoids, hybrids, or demi-humans in the first group encountered has found a fancy leather scroll case (worth 100 g.p.) in the river. He will gladly trade it for 1,000 g.p. in gems or coin (enough to buy food, clothing, etc., for a year). The scroll case contains **three scrolls**:

Scroll # 1: **vocalize, improved invisibility, wall of fire** written at the 10th level

Scroll # 2: **Cursed** -victim will turn into a wererat in 1d6 days unless a **remove curse** is cast.

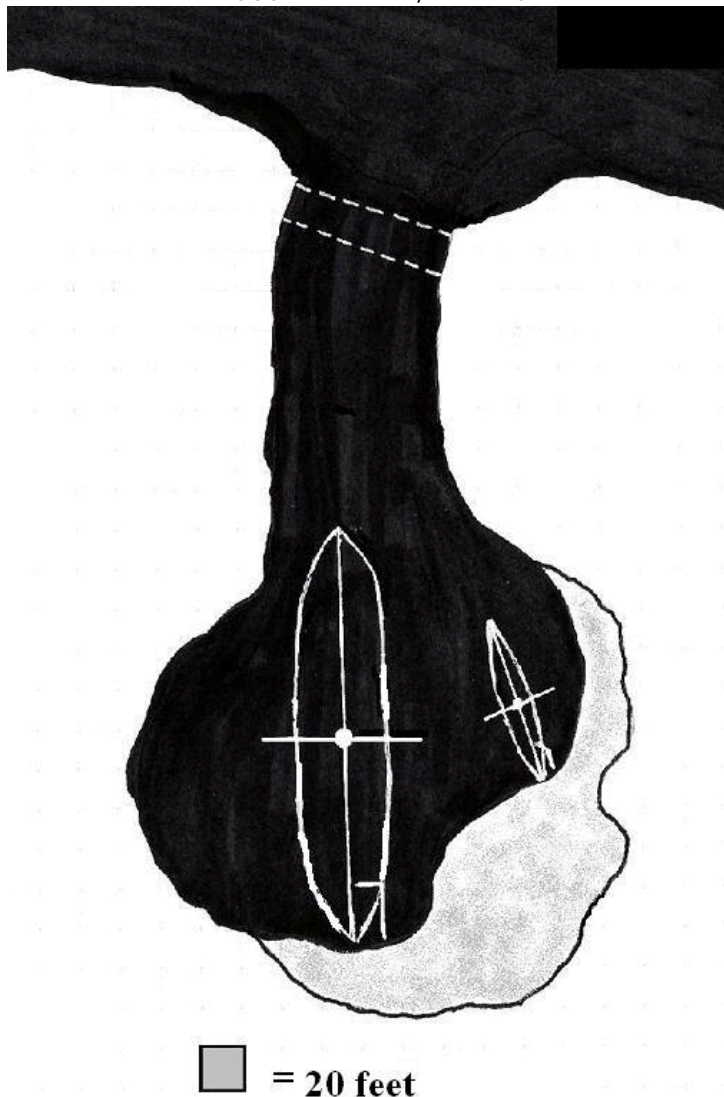
Scroll # 3: This scroll appears to be an invoice for trade goods, but is in fact a coded message from Nilonim to Eclan (see below), warning him that his Lerara assassin is actually a Drow spy, and that his next raid (scheduled for two days from now) is a trap. Eclan and Nilonim are the only ones who know the code. Any character who tries to break the code has a percentage chance equal to his Intelligence score to decipher the warning. Multiple attempts are allowed, but each attempt takes a full hour.

South Shore:

A few of the more daring (and vicious) of the people from the West Shore have joined forces with other outcasts to form a band of raiders who spend most of their time working on their boats and otherwise preparing for an upcoming raid. This workshop and training ground is hidden in a grotto concealed by a powerful illusion of unknown origin. Unless a PC or NPC specifically states they do not believe the rockface in the south end of the cavern is real, there is no chance to disbelieve the illusion.

They have put together a longboat capable of 12 knots under oar and sail. This vessel can hold up to 60 men and 20 tons of cargo. It is armed with two ballistae (fore and aft) and numerous special missiles (smoke, incendiary, armor piercing, acid, holy water, etc) that can be shot by the siege weapons or hurled as javelins. They have also constructed a smaller longboat capable of holding 20 men and 7 tons of cargo at the same speed.

ENCOUNTER AREA B2/24: MAP C



The raiders are led by one Captain Eclan, who arranged the ambush that killed the Drow noble and his hunting party. He plans a raid on Erelhei-Cinlu as part of an uprising in the city. He knows nothing of the fate of Nilonim.

Captain Eclan and Crew:

The crew Captain Eclan's longship are a collection of humans, humanoids, demi-humans, and other crossbreeds. Their numbers include two stone giants and a pair of charmed aquatic ogres (merrows). Captain Eclan, a surface-dwelling human, leads this motley band. Captain Eclan once led an expedition into the Underdark, but it came to a gruesome demise. His comrades were either killed by combat and traps or enslaved, in some cases sacrificed to the vile gods of this hellish realm. Captain Eclan is a very charismatic leader who, over the last few years, has assembled a crew who are fanatically loyal, regardless of racial or alignment differences, to him. After building their longboat, they have slowly and quietly scrounged equipment necessary to turn them into a formidable combat team.

Captain Eclan has been in contact with Nilonim (see D3, VAULT OF THE DROW) and together they plan an uprising in Erelhei-Cinlu. In the chaos of the uprising, they hope to lead a mass escape of slaves and other disaffected inhabitants of the Vault by way of boats and barges on the

Pitchy Flow.

The Captain and his crew will ignore party as much as possible unless (a) the party has weapons or other equipment to sell or trade, or (b) they find the coded message mentioned above. If the party does find the message and thwart the spy's attempt to kill the Captain, they will be invited to join Eclan's crew.

Captain Eclan is a 10th level human fighter (AC -2 or -5 vs. missiles; H.P.: 101; AL N; STR 18/98, DEX 17, CON 18, CHA 18) currently equipped with **+1 Banded Armor**, a **Large Shield +1/+4 vs. missile weapons**, **Drow Dagger +2**, **Scimitar of Speed +5**, and a **Potion of Frost Giant Strength**. He is doubly specialized in scimitar and is saving the potion to be used when raiding Erelhei-Cinlu.

Eclan has recruited a number of officers for his ship.

Azano is a 9th Human Thief (AC 4; H.P.: 39; AL N; PP 70, OL 67, F/RT 60, MS 70, HS 56, HN 30, CW 98, RL 45; DEX 16) who wears **+2 leather armor** and wields a **Drow Short Sword +4** or a short bow with 40 arrows.

Feldmore is a 6th Human Fighter (AC 3; H.P.: 39; AL LN; DEX 15) who is specialized in the composite longbow. He wears splintmail and carries a **+1 longsword** and 60 arrows for his bow.

Kolaz is a 6th level Lerara Assassin (AC 3; H.P.: 23; AL NE; PP 45, OL 37, F/RT 35, MS 33, HS 25, HN 15, CW 88, RL 20). Kolaz wears leather armor and a **Ring of Protection +5**, all under a **Cloak of Invisibility**. He carries a **Dagger +3** and a light crossbow with 24 bolts, 4 of which are poisoned (save vs. poison at -3 or die)

(NOTE: Kolaz is a spy for the Drow. He plans to assassinate Eclan and the crew by poisoning their food and drink with a slow-acting, non-lethal drug before they set out to attack the Vault. He will leave the crew to be disposed of by the Drow, who will sacrifice them in the mostly ghastly way possible. If his plan fails, he will try to shoot Eclan with one of his poisoned bolts, preferably in the back, and use his cloak to escape.)

Witaz is a 5th level Lerara Thief (AC 3, H.P.: 18 hp; AL LN; PP 60, OL 57, F/RT 45, MS 50, HS 41, HN 15, CW 90, RL 25; DEX 18) who wears **Bracers of Defense AC 7**. In combat, he wields a **Drow Short Sword +2** and a hand crossbow with 20 bolts, 4 of which are coated with sleep poison.

Elsa Jae is a 5th level half-Drow half-Lerara Cleric (AC -3; AL CG; H.P.: 23; WIS 15, DEX 17). She protects herself with **Drow Chainmail +2** and a **Drow Buckler +2**, and wields either a **Drow Mace +2** or a hand crossbow with 20 bolts, 4 of which are coated with sleep poison. Elsa Jae is a cleric of Trithereon and despises anyone or anything having to do with the slave trade. Should she discover that the party is involved with the buying or selling of slaves, she will attack them filled with divine fury (+3 to hit and damage).

Elsa Jae has the following spells:

First Level:	Cure Light Wounds (x3), Protection From Evil, Purify Food & Drink
Second Level:	Silence 15' Radius, Slow Poison, Resist Fire, Aid, Hold Person
Third Level:	Remove Paralysis, Dispel Magic

Ovilan is a 4th level half-Drow Fighter (AC 2; H.P.: 24; AL NG; DEX 16) who is a dagger double-specialist. He carries a plethora of daggers secreted on his person, including six **Drow Daggers +1**, a **Drow Dagger +2**, and a **Dagger +2**. He wears **Drow Chainmail +1**.

Duolim is a 5/5 Drow Magic-User/Thief (AC 4; H.P.: 17; AL N(G); PP 70, OL 52, F/RT 45, MS 65, HS 56, HN 25, CW 100, RL 25; DEX 18) who wears

Bracers of Defense AC 8. He wields a **Drow Short Sword +2** and a **Drow Short Sword +1**, and carries 6 daggers.

Duolim has the following spells:

First Level:	Magic Missile (x2), Grease, Charm Person
Second Level:	Vocalize, Stinking Cloud
Third Level:	Haste

Lucien is a 4/4 Half-Lerara, Half-Orc Cleric/Assassin (AC 5; H.P.: 24 ; AL LN(e); PP 30, OL 34, F/RT 35, MS 27, HS 20, HN 20, CW 92, RL -10; WIS 14, DEX 16) who wears **Leather armor +1**. He carries a **Drow Dagger +2** coated with a poison resin (no save, +5 points of damage for three rounds when struck by this weapon) and a light crossbow with 40 bolts (all coated with the same poison as the dagger).

Lucien is a follower of Wee Jas, a sect he joined because of his Lerara mother. He gains the benefit of 120' infravision, but has a -2 penalty to hit in bright light. His two twin brothers (they're triplets), detailed below, have the same infravision.

Lucien has the following spells:

First Level	Cure Lt. Wounds (x3), Command (x2)
Second Level	Hold Person, Find Traps

Dusko is a 7th level Half-Lerara, Half-Orc Fighter (AC 1; H.P.: 72; AL N; STR 16, DEX 17, CON 17) who is specialized in the heavy crossbow. He wears banded armor and carries a **battle axe +2**, 44 bolts for his heavy crossbow, 4 of which are **bolts +2**; and dagger, coated with poison as his brother Lucien's.

Kurch is a 4/4 Half-Lerara, Half-Orc Fighter/Assassin (AC 5; H.P.: 33; AL LE; PP 35, OL 38, F/RT 35, MS 27, HS 20, HN 20, CW 92, RL -10; STR 16, DEX 15) who wears leather armor and carries a **Small Shield +1**. He bears a **Drow Dagger +2**, **Drow Short Sword +2**, a Heavy Crossbow with 44 bolts, 4 of which are **bolts +2**; and dagger, coated with poison as his brother Lucien's.

Eclan's crew is a diverse bunch. The most powerful are two Stone Giants (H.P.: 60 each), but they are nearly met in ferocity by two charmed Merrows (H.P.: 26 each) who wield huge barbed spears (+2 to hit/+5 damage). Four Hobgoblins (H.P.: 6 each), armed with a heavy crossbow with 40 bolts, falchion, and dagger; eight Goblins (H.P.: 4 each), armed with a light crossbow with 60 bolts, hand axe, and knife; and twelve Orcs (H.P.: 5 each), armed with 4 javelins, a broadsword, a dagger, and a large shield, form the bulk of raiders. This raiding band is supported by four Half-Orcs who are specialized in dart and clad in bronze platemail and carry large shields (F1; H.P.: 7 each; 24 darts each - specialized: 4 attacks per round, +1 to hit/+2 damage). The half-orcs also carry a **Drow Mace +1**, dagger, and hand axe for boarding. Four Human Fighters in banded armor act as archers (F1; H.P.: 7 each; specialized in longbow with 80 arrows), though they will readily wield their longsword or dagger.

Twelve Shore Dwellers have join Eclan's crew as well. Four have 120' infravision, but are light-sensitive (-4 to hit in bright light). They are very perceptive (treat as half-elves for surprise, secret doors, etc.) and are clad in leather armor to act as scouts (F2; H.P.: 12 each; equipped with short bow with 20 arrows, horseman's flail, and knife). Three have 90' infravision (-2 to hit in bright light) and are more robust (treat as half-orcs for special abilities). They are clad in banded armor to act as polearmsmen (F2; H.P.: 13 each) with their glaive-guisarme, two hand axes, and dagger. Three have 60' infravision and are clad in platemail and shield to protect the ship (HD 2; H.P.: 11 each) with their morning star and 4 javelins. Two have exceptional hearing and smell, as well as 90'

ultravision (use elf abilities for surprise, secret doors, etc.) They (HD 2; H.P.: 11 each) are guides for any foray into the Vault and tend to avoid direct battle if possible. They are clad in **Studded Leather +1** and carry a heavy crossbow with 40 bolts, horseman's pick, and dagger.

NEW MONSTERS

Shore Dwellers

AC: by armor type, but with a natural bonus of +1

HD: 2+1

MV: 12

AL: Neutral

Size: Medium

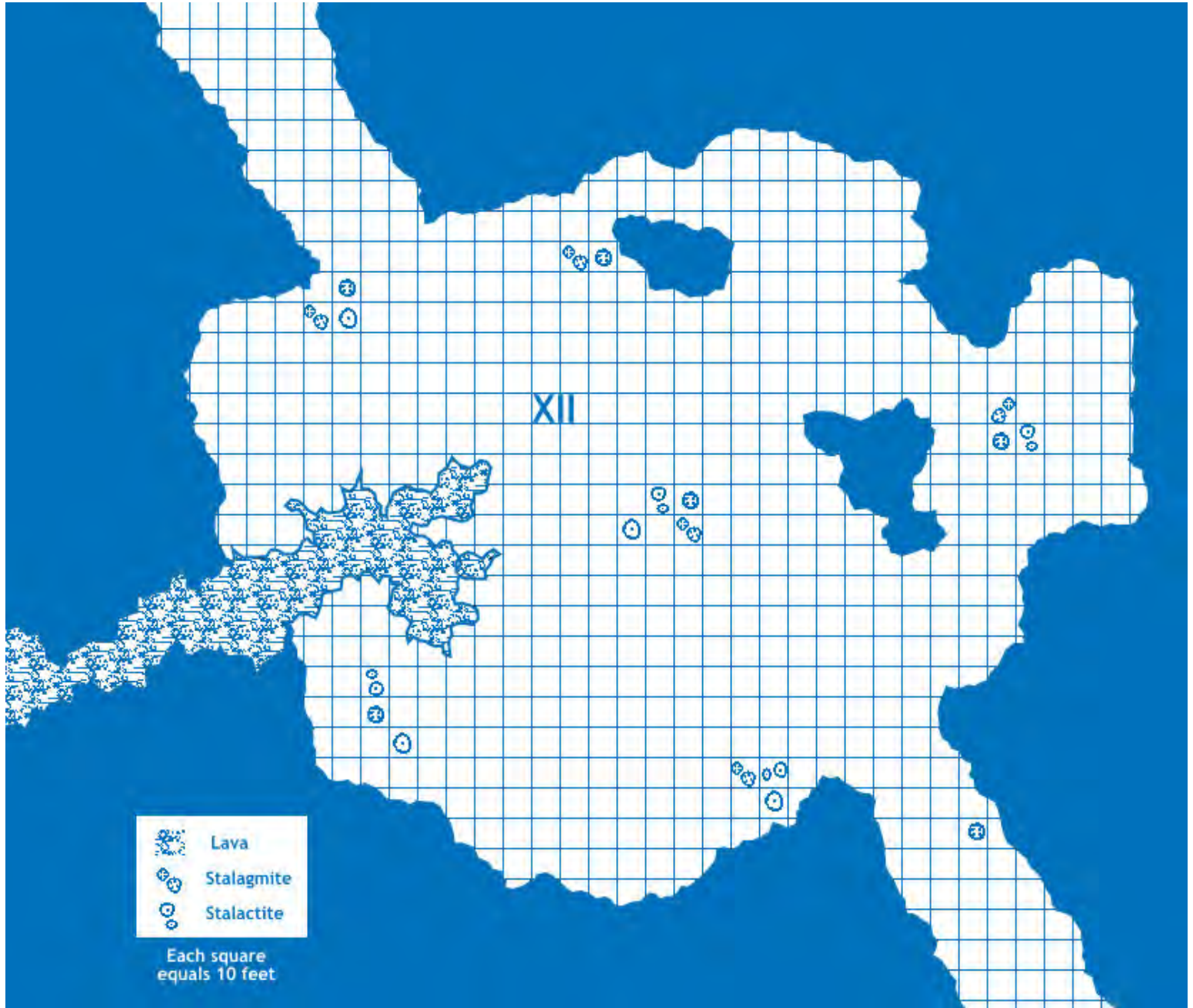
INT: Average to Very

SA: +2 to damage with melee or thrown weapons

SD: Surprised only on a 1

Special Abilities: One in ten Shore Dwellers have the same abilities as 2nd-level thieves, including the ability to backstab, inflicting double damage. One in twenty also has the ability to assassinate as a 2nd-level assassin if they should gain surprise. This is in addition to their 2nd-level thief abilities. A small number (5%) will also have the racial abilities of one of their ancestors, such as the surprise abilities and sword and bow bonuses of elves, or the mining and detection abilities of orcs, goblins or hobgoblins.

ENCOUNTER AREA E2/24: MAP A



ENCOUNTER AREA E2/24

Lava Fissure by Istarlome

As the party approaches to within 100 feet of this area, the temperature will increase to 95 degrees F. As they close to within 25 feet, the temperature increases to 120 degrees F. Within the area itself, the temperature reaches 300 to 350 degrees F. Characters without heat or fire resistance may remain in the area only for one turn before they begin to take 1-4 H.P. of heat damage per round.

The reason for the intense heat is a newly formed fissure breaking through the western cave wall. The fissure is filled with lava to five feet below its edge. Anyone falling into the lava without magical protection against fire will be incinerated in seconds (no save). The Svartjet flows beneath this cave and the combination of water and heat makes the cave very

humid.

When the party is within 35 feet of the cave, they will hear several curious sounds: laughter, as if from two different groups of creatures; small explosions; and what sounds like angry voices in a totally foreign language. The sounds come from the interaction between groups of Lava Children, Magmen, and Salamanders. The groups are made up as follows:

Lava Children: Five Lava Children (H.P.: 14, 17, 19, 20, 27) are heartily amused by the events within the cave. The largest is a 5 HD warrior, who is +1 to hit. The others are 4 HD warriors. All are AC 4 and have 3 attacks per round, in the form of two claws (damage 1-6) and a bite (damage 2-12). They are immune to metal of any kind; metal weapons have no effect on them and any opponent's metal armor is ignored for the purpose of calculating AC. Fire and earth-based magic do not affect

them, but air and water-based magical attacks do +1 point of damage per level of the caster. They each carry 1-4 50 g.p. gems. The lava children will not attack the party unless attacked.

Magmen: Seven Magmen (H.P.: 12 each) are setting the Lava Children ablaze. The Magmen are becoming increasingly frustrated by the Lava Children's immunity to fire, and the fact that the Lava Children find the Magmen's actions remarkably funny. All the Lava Children do is laugh and taunt the Magmen. The Magmen are AC 6, fight only if absolutely necessary, and run away if hurt. They attack using a molten fist, doing 3-24 points of damage on a successful hit. Magmen are completely immune to fire-based attacks. Only a +1 or better weapon will damage a Magman, and, if the weapon is less than +2, it will melt when it hits. If they notice the party (1-2 in 6 chance every other round), they will turn their attention to them and begin trying to light party members on fire. If the party goes unnoticed, the Magmen will leave the area six rounds after the party discovers this interaction. The Magmen leave by diving into the lava and swimming away. The Magmen have no treasure.

Salamanders: Three Salamanders (H.P.: 37, 38, 38) are watching the Magmen and Lava Children with much amusement. They are so intent with watching the action that they have only a 1 in 6 chance every other round of noticing the party. If they do notice the party, they will attack immediately using spears that do 1-6 points of damage and an additional 1-6 heat damage, unless the target has some type of fire resistance. They also strike with their constricting tails for 2-12 points and 1-6 points of heat damage as above. The Salamanders are immune to fire and are not affected by **sleep**, **charm** or **hold** spells. Cold-based attacks do +1 point of damage per die. They carry no treasure.

The Magmen will join the Salamanders against the PCs, but the Lava Children will not. The Lava Children may (15% chance) actually aid the party.

If they are patient and go unnoticed, the party may be able to pass this area without having to fight. Once the Magmen leave, the Salamanders will either depart or attack the Lava Children (50% of chance of either happening).

Grimlocks and Basilisk by cwslyclgh:

ENCOUNTER AREA F2/29

Grotto of the Morkoth by Eldersphinx

Use encounter piece IX for this area, rotated one quarter-turn counterclockwise (so that the left side of the map points to the north). Each square on the map covers a full 20' of space, rather than the usual 10', so that all distances are effectively doubled; in addition, the passage leading southeast (between locations 3 and 4) is hidden, detected as a secret door. Note also that the majority of the area is flooded, to a depth of up to 12', depending on the fall of the floor, and the only dry land is found up against the walls of the cavern, at a width of no more than 5' at any point. The waters are slowly fed, and even more slowly drained, by underwater passages winding north and east to where they meet the Pitchy Flow.

At the deepest part of the central cavern dwells an old and wicked morkoth (49 H.P.) who sometimes departs to prowl the Pitchy Flow, but always returns here. It has exceptionally keen senses and an extensive knowledge of its domain. It will automatically detect the arrival of intruders unless the player characters take exceptional measures to avoid making noise.

When the player characters approach, the morkoth will attempt to hypnotize and charm them, as per the monster description. It has a special magical item (the **tidewail flute**, described below) that it will employ in this endeavor, allowing its attack to function despite the unorthodox nature of its lair and increasing the saving throw penalty against its charm to -6. Once this power has been used (successful or not), the morkoth will attack with its bite, never emerging from the water and fleeing into the Pitchy Flow if reduced below 15 H.P..

A total of five groups of zombies (each with 1d6+4 members, 13 H.P. apiece) lurk within shallow pools in alcoves near the edges of the cavern. (Four alcoves are vacant of any such threat; the Dungeon Master may choose which are occupied or select randomly.) The zombies are under the mental command of the morkoth and will not attack until commanded. Until that time, they remain prone beneath the surface of the water and cannot be spotted unless the adventurers carefully probe the pool's depths. If the zombies rise and attack while the player characters are otherwise occupied, there is a 1-4 chance on 1d6 that they catch their opponents off guard and can, in the first round of combat, strike freely at their prey as if attacking in their surprise round.

The morkoth's treasure is scattered beneath the water's surface, and includes 1,400 platinum pieces, six pieces of jewelry (each worth 500 g.p.), and three **scrolls with magic-user spells** of the Dungeon Master's choice sealed in an airtight tube, as well as a unique magical item - the **tidewail flute**. Carved from the thighbone of a siren, this flute can be used with equal proficiency in either open air or beneath the water's surface, and, if played underwater by an air-breathing creature, provides a water breathing effect for the duration of the performance (up to 3 turns). Subsequent to such a performance, the flute's user must rest, taking no action, for a period of time equal to that spent playing.

The flute also has additional powers in the hands of a bard, or monsters with magical powers related to enchantment or song (including that of the morkoth; bonuses given to other monster types are left to the discretion of the Dungeon Master). When played by a bard of 3rd level or higher, the flute can **fascinate** 1/day, and in the hands of a 7th level bard can charm listeners (as per a **charm monster** spell) 3/week.

However, the flute does bear an ancient curse: if possessed by any being for more than three days, that being becomes forever unable to hold his or her breath for more than one combat round, rendering him vulnerable to drowning and making him automatically fail all saving throws against inhaled poisons (such as those of a **stinking cloud** or **cloudkill** spell). This curse persists until the bearer voluntarily disposes of the flute by throwing it into the depths of a river, lake, or sea.

ENCOUNTER AREA J2/48

The Fungi Caverns by Gnarley Bones

The caverns are damp. With the exception of the Yellow Gallery, water runs freely throughout the complex. Low areas feature either pools of standing water or swamp-like morasses, thick with scum and growth. As the name indicates, the entire area is wildly overgrown with fungi, lichens, and bizarre festering eukaryotic growths, some of astounding size and disturbing form. All of the floors and most of the walls are covered with a damp crust of mushrooms, toadstools, puffballs, stinkhorns, shelf fungi, bird's nests, rusts, smuts, molds, and morels. Most are faintly luminescent, creating the effect of a fabulous and ghostly jungle.

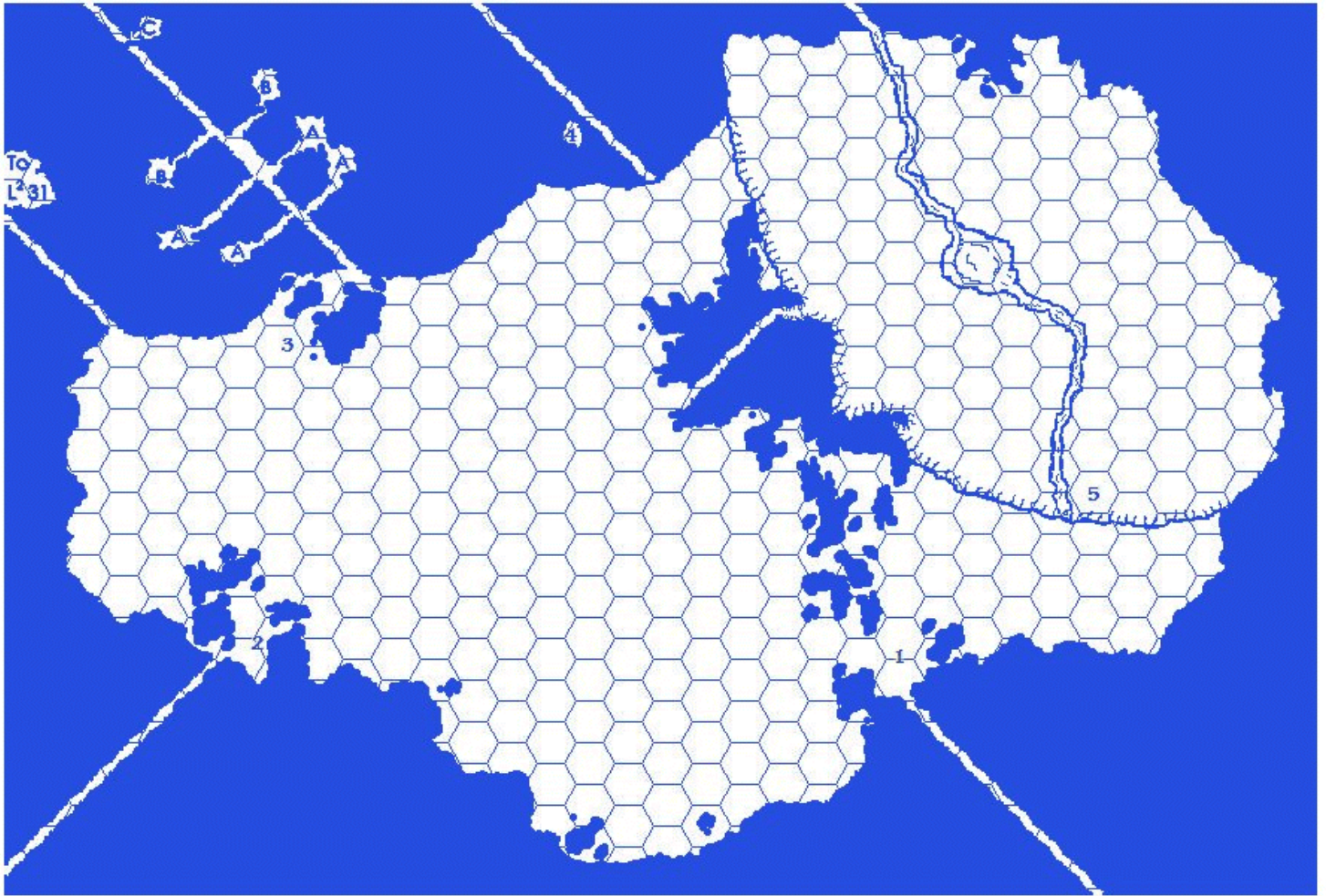
The system surrounds a central area, the Pool. The largest section of the complex, the Noisome Labyrinth, is a series of twisting tunnels formed by running water. The Fairy Garden is a small section of caves located at a somewhat higher elevation than the labyrinth, and the Dank Vault, located in the deepest of the caverns, features a large pool of foul water. The hidden Yellow Gallery is the highest and driest section of the complex.

The entire domain once comprised a myconid kingdom. However, the vegepygmies are now the undisputed masters of the place, having thrust the mushroom men into a small corner of the cave system by dint of sheer numbers and aggression. The vegepygmies' efforts to finally do away with the native residents have been stymied by the myconid king's potions of plant control. The tribe now largely ignores their former enemies and seldom descends to the vaults below, although if faced with determined foes, they may try to lure or force them into the clutches of the olive slime colonies. They avoid the upper gallery and its fearful occupants altogether.

The entire system stinks. The air is thick and cloying with the suffocating reek of rot, mildew and putrefaction. Moving through the area requires characters to step over, into, and through putrid and unwholesome fungal growth. Living creatures cannot help but inhale unhealthy quantities of spores and anyone who spends more than four hours in the complex must save versus breath weapon or develop a respiratory infection (DMG, p. 14).

Start: The primary passage leading to this area grows increasingly narrow as it approaches, the tunnel choked off by progressively larger and more elaborate limestone growths. The bizarre mineral formations glisten with moisture. The tertiary tunnels are both flooded, each filled with frigid sediment-rich waters to a depth of 2-4 feet. The complex is visible from 100' away due to the ghostly greenish-yellow glow of luminescent fungi.

ENCOUNTER AREA K2/26: MAP A



ENCOUNTER AREA K2/26

The Svirfneblin Stronghold by Istarlome

Wandering Monsters:

Encounters for the stronghold are divided into three basic area types; **open terrain**, **cavern walls**, and **River/Lake** – the latter includes shore hexes surrounding rivers and lakes.

Encounters occur 1 in 12, check each turn:

Open Terrain

1. Derro raiding party
2. 2-12 stirges
3. Svifneblin raiding party
4. Duergar scouting party
5. Dwarf merchants
6. Svifneblin merchants (50%)/Svifneblin patrol (50%)

Cavern Walls

1. 1-4 cave fisher
2. 1-2 thoqqua
3. 2-20 stirges
4. 2-12 gargoyles with margoyle leader
5. 1-4 cave fisher
6. 1-4 doombats

River/Lake (or shore hex)

1. Kuo-Toan scouting party
2. 1-4 blindheim
3. 3-18 lizard men
4. Svifneblin raiding party
5. Kuo-Toan scouting party

Explanation of Encounter Tables:

Derro raiding parties: 16 Derro compose a raiding party. Nine have 3 hit dice (H.P.: 13 each), wear studded leather armor (AC 5 including dexterity bonus), and carry repeating light crossbows and hook fauchards. Three have 4 hit dice (H.P.: 17 each) and use repeating light crossbows with poison bolts that give an extra 1-12 points of damage, unless a save versus Poison is made. They also carry forked-fauchards and wear scaled leather armor (AC 4 including dexterity bonus). Two other Derro have 5 hit dice (H.P.: 21). They wear scaled leather armor and **Bracers of Defense AC 4** (overall AC of 2 including dexterity bonus). They each fight with a **+1 short sword**. A lieutenant fights as a 6 hit dice monster (H.P.: 26) using a **+1 spear** and a **+2 mace**. He wears **+1 scaled leather armor** and **+1 shield** (overall AC of 1 with dexterity bonus). The leader is 7 hit dice (H.P.: 32) and wears **+1 scaled leather armor** and **+2 shield** (overall AC of -1 with dexterity bonus). He carries a **+2 dagger** and **+1 short sword, +2 vs. magic using and enchanted creatures**.

These parties are out looking for slaves, and a 30% chance exists that they have 13-18 slaves with them (made up of 10% Dwarf, 30% Human, and 60% Deep Gnome). They won't mind trying to capture more.

Treasure: By type of slaves if present, otherwise nil.

Svirfneblin raiding party: A group of Svirfneblin raiders consists of:

3-12 3rd level fighters (H.P.: 20 each; AC 2), each armed with a non-magical +1 dagger, a non-magical +1 military pick, and 7 +1 darts (1-4 H.P. damage, poison gas stuns/slows, 40' range). Two darts may be thrown per round.

1-3 4th level fighters (H.P.: 26 each; AC 1), each armed as above but having in addition 4 acid filled darts that do 2-8 h.p. of damage and destroy 3" diameter of armor where they hit.

1 5th fighter (H.P.: 32; AC 0) armed as the 4th level fighters above.

All Deep Gnomes have the following attributes: 20% (+5% per level over 3rd) magic resistance and the ability to cast **blindness, blur, and change self**, as an illusionist, once each per day. They radiate **non-detection** continually and detect all illusions and phantasms. They save against poison at +2. All other saving throws are at +4.

This group is out for the specific purpose of encountering and destroying Derro or Kuo-Toa and finding where these creatures live.

Treasure: Each Svirfneblin will carry 13 silver pieces.

Duergar scouting party: This group consists of ten 1st level fighters (H.P.: 9; AC 4), two 2nd level fighters (H.P.: 11; AC 4), and one 4th level fighter (H.P.: 32; AC 2), who leads the group. The 1st level fighters are armed with pick, hammer, and spear and wear chain armor with shield. The 2nd level fighters carry pick and light crossbows and also wear chain with shield. The leader wears plate mail with shield and is armed with a hammer and short sword.

Duergar are surprised on a 1 in 10 and surprise others on 3 in 6. They make all saving throws against magic at +4 and are immune to paralysis and poison. Illusions and phantasms have no effect on Duergar.

All Duergar have the following psionic disciplines: expansion, invisibility, molecular alteration and reduction.

The Duergar scouting party is from far away and are in the area scouting for new territory to inhabit. They have not gained a foothold, unlike the Derro and Kuo-Toa.

Treasure: Each will carry 4 gold pieces and 2 base value 50 g.p. gems.

Dwarf merchants: There are a total of 20 dwarves in a small caravan. They are on their way to the Svirfneblin stronghold to trade their goods for gems. Several pack mules carry mining and smithy equipment along with dwarven-made armor.

The group is composed of: Twelve merchants (H.P.: 5; each AC 4) who fight with short swords and spears at 1st level and wear chain mail and shield. Five 2nd level fighters (H.P.: 10 each; AC 4) wear chain mail and shield and fight with short swords and light crossbows. A 4th level fighter (H.P.: 19; AC 3) is armed with **+1 axe** and a hammer and wears **+1 chain mail** and shield. The final fighter is of 6th level (H.P.: 24; AC 2). He also wears **+1 chain mail** and a **+1 shield**. He fights with a **+1 short sword** and **+1 hammer**. The last member of the group is a 4th level cleric (H.P.: 20; AC 4) wearing **+1 chain mail** and armed with a **+1 mace**. He has the following spells available:

First Level: cure light wounds, create water, remove fear

Second Level: know alignment, spiritual hammer

All dwarves have a natural resistance to magic and poison and make saving throws at 4 levels higher than their actual level.

There is a 30% chance that the caravan will be accompanied by a Svirfneblin patrol.

Svirfneblin merchants: These gnomes are returning from above and below ground, where they have traded for items necessary for life at the stronghold. Their numbers are one half that of the Svirfneblin raiding party plus eight merchants (H.P.: 18; AC 2), who fight at 1st level and are armed with non-magical +1 daggers. There is a 50% chance that they have met and be accompanied by a Svirfneblin patrol.

Several pack mules carry various animal skins, foodstuffs, and herbs and spices for cooking and medicinal purposes (DMG pg. 220).

Treasure: Each gnome carries 35 gold pieces.

Svirfneblin patrols: These patrols watch for any enemies or merchants. They number one half that of a Svirfneblin raiding party and are equipped in the same manner.

Kuo-Toan scouting party: This group has a dual purpose: keep watch on the area surrounding a newly forming lair and capture slaves as the opportunity arises. The group consists of:

15 2nd level fighters (H.P.: 12; AC 4) armed with dagger, spear and shield

3 3rd level fighters (H.P.: 18; AC 4) armed with dagger, spear and weighted throwing net

1 6th level fighter (H.P.: 42; AC 4) armed with dagger and harpoon

1 4th/4th level cleric/assassin (H.P.: 28; AC 4) armed with dagger and garrote. His spells are **cure light wounds x2, detect magic, know alignment, and chant**.

Special Defenses (see Fiend Folio): Skin secretions, vision, immunity to poison, illusions, and spells that generally affect only humanoid creatures (charm person, hold person, sleep), resistant to electrical attacks and magic missiles, surprised only 1 in 6.

Weaknesses: Bright light causes Kuo-Toans to fight at -1; they make saving throws at -2 against fire based attacks.

Treasure: Each Kuo-Toan carries 6 electrum pieces, 4 gold pieces, and 4

platinum pieces.

THE KEY TO THE SVIRFNEBLIN STRONGHOLD AND SURROUNDING AREAS (J2/26-28, K2/26-28)

1. SOUTHEAST ENTRANCE: The passage opens into a very large cavern. The air is cool and damp and the echo of rushing water can be heard in the distance. Luminescent lichen, insects and slugs create a soft light allowing for clear sight for up to 50 feet. Things become less visible and more silhouette like farther out.

There are a total of 6 Deep Gnomes hiding among the rocks (all 2nd level as per the raiding party). Their duty is to watch whoever enters the cavern and greet those who are expected. Three Deep Gnomes will escort expected guests to the stronghold. When unexpected creatures arrive 3 Deep Gnomes are dispatched in secret to the stronghold where they report the general strength and number of intruders. A raiding party will be sent out to deal with intruders accordingly. If any character wears a Drow brooch, they will look very suspicious and will definitely be challenged about it. Each Svirfneblin will carry an average of 14 silver pieces.

2. SOUTHWEST ENTRANCE: As per the SOUTHEAST ENTRANCE above.

3. SVIRFNEBLIN STRONGHOLD: Among the rocks and pillars of stone in this area are a number of Deep Gnomes equal and equipped as a Svirfneblin raiding party. They are the first line of defense in the case of an attack against the stronghold. When anyone approaches one 3rd level fighter is dispatched into the stronghold to report on the nature of any advancing group. Up to 3 raiding party sized groups will be sent out from the stronghold to put down any threat. The hidden guards will remain motionless and let the intruders pass toward the stronghold entrance. They will attempt to trap the intruders between themselves and the Deep Gnomes arriving from within the stronghold. Derro, Kuo Toa, Duergar, and Drow will be attacked as soon as reinforcements arrive. Others will be given more consideration ((in the form of intense questioning) and may the Gods help anyone who doesn't have the correct answers.

- A These are neighborhoods for Svirfneblin 3rd and 4th level fighters. Each has an open area with a passage leading to it. The passages and open areas have caves and smaller tunnels leading off of them which are the homes of the Svirfneblin. There are 75 3rd level and 9 4th level fighters in each neighborhood along with half that number of noncombatant females and children. Although there are many females in the lair, they will never be seen.

The open areas are small open markets where the inhabitants trade goods. Everything from food stuffs to the latest Svirfneblin fashions can be found in these markets. They're also gathering places for games and conversation. No outsiders are allowed to enter these areas.

- B These areas are the same as those at A except they house the higher level Deep Gnomes. There are 15 5th level fighters, 8 6th level fighters (2 with illusionist abilities and 4 who can summons earth elementals as detailed below), 3 4th level clerics, and 2 6th level clerics per neighborhood.

- C The passage here has been blocked by the Svirfneblin to keep intruders from entering their stronghold from this direction. The northwest side of the blockage has been fashioned to appear to be a dead end. There is a Svirfneblin patrol on guard, at all times, watching for anyone tunneling through the makeshift wall.

Svirfneblin in areas A, B, and C are armed and in general, equipped like a Svirfneblin raiding party. They also have H.P.: and AC as those same

groups. Svirfneblin clerics have the following spells available to them:

- First Level: create water, cure light wounds, protection from evil, purify food and drink
- Second Level: hold person, resist fire, spiritual hammer
- Third Level: create food and water, cure disease, remove curse

4. DERRO LAIR: The entrance to this area is concealed by a secret door, and, although the Svirfneblin are actively searching for this lair, they have not, as yet, located it. If the party is on good terms with the Svirfneblin, the Deep Gnomes will try to hire the party to locate the Derro lair. At first, the compensation will be negotiated in gold pieces, but the Svirfneblin may add a few choice gems if need be.

The table below outlines the population of the Derro lair. If any higher level Derro are encountered as "wandering monsters" and killed, they should be removed from the population.

27	3 HD warriors	13 in studded leather with light crossbow and daggers (H.P.: 16; overall AC of 5),
		8 in studded leather carrying hook fauchards and daggers (H.P.: 17; overall AC of 5)
		6 in scaled leather with buckler and spear (H.P.: 16; over all AC of 4)
9	4 HD warriors	9 in scaled leather armor and will use repeating light crossbows with poison arrows (H.P.: 17; overall AC of 4)
4	5 HD warriors	4 in scaled leather armor and Bracers of Defense AC 4 and fight with a +1 short sword (H.P.:21; overall AC of 2, +1 to hit)
2	6 HD lieutenants	2 in +1 scaled leather armor and +1 shield and use a +1 spear and a +2 mace each (H.P.: 26; overall AC of 1, +1 to hit)
1	7 HD leader	1 in +1 scaled leather armor and +2 shield fighting with a +2 dagger and +1 short sword, +2 vs. magic using and enchanted creatures (H.P.: 32; overall AC of -1, +2 to hit)
3	6 HD savants	3 in Bracers of Defense AC 3 and fight with +2 maces (H.P.: 30; overall AC of 0, +2 to hit)
3	5 HD student savants	3 in +2 studded leather and use +1 staffs. One will also have a Brooch of Shielding which is 50% used (H.P.: 26; overall AC of 2, +2 to hit)
3	gargoyle allies	used to torture the slaves and gain information about enemies (H.P.: 25, AC5)
15	1st level slaves	10% dwarf, 30% human, 20% Drow, 40% Svirfneblin; all are non-combatants

Savant Derroes have the following spells available and are cast at 12th level of ability: affect normal fires, light, anti-magic shell, lightning bolt, blink, minor creation, charm person, paralyzation, cloudkill, repulsion, ESP, shadow magic, hypnotic pattern, spider climb, ice storm, ventriloquism, invisibility, wall of fog, levitate, and wall of force. They may cast seven spells from the list. Student savants may cast two spells. All savants and students also comprehend languages and read magic.

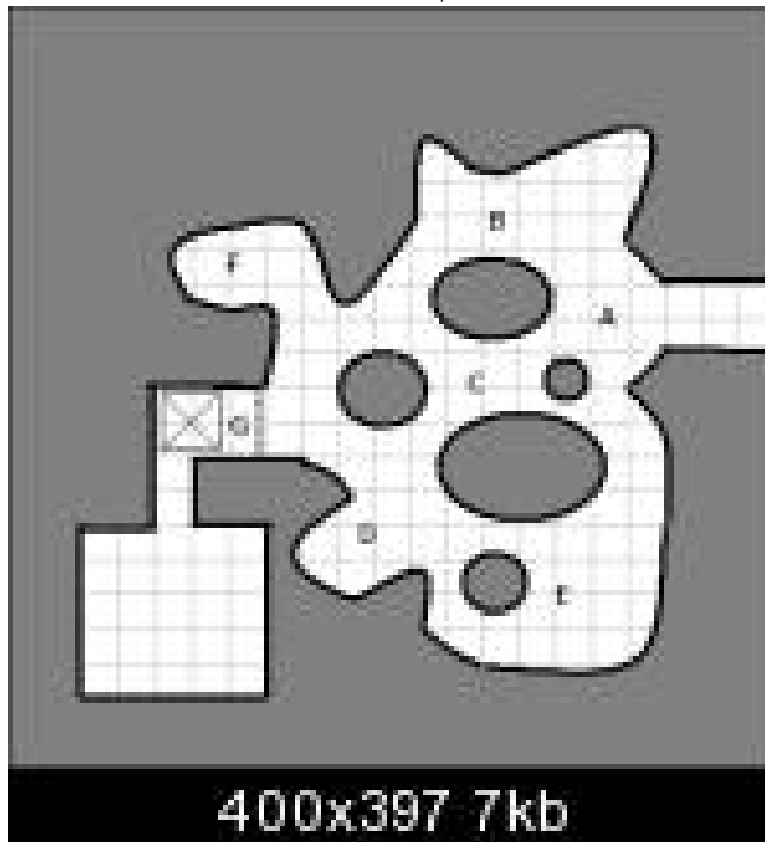
The lair is broken into 3 sections with small rooms and passages running throughout. An equal number of 3 and 4 HD Derro, savants, students and slaves occupy each section. The leader and the lieutenants will be found in a small room off of one section. They are accompanied by the gargoyles who are busy torturing slaves. If any section is attacked, support from the other two sections will come in 3-8 rounds (roll for each other section).

Treasure: Each Derro will carry 20 gold pieces and 2 base level gems. In addition, the lair contains 4 gems of 50 g.p. each. The gargoyles treasure is made up of 1000 silver pieces and 2 gems of 100 g.p. each.

5. THE STOROPER: This area is very rocky with some very large rocks reaching 30-40 feet high. It is the home of a very large storoper (H.P.:39; AC 6, immune to normal missiles) who came into the area looking for easy pray. High in intelligence, it will remain perfectly still until someone wanders to within 50 feet. It will carefully choose its victims, going for those with less armor first. It attacks two victims with three tentacles each trying to inject its venom and immobilizing them. Injected characters will then aid the storoper to the best of their ability after one round of petrification. The storoper will then turn its attention to the rest of the party.

Treasure: Inside the storoper are 5 gold pieces, 5 platinum pieces and 4 gems of 50 g.p. each.

ENCOUNTER AREA L2/31: MAP A



ENCOUNTER AREA L2/31

Sanctum of the Absent Mage by Eldersphinx

This cul-de-sac cavern is the domain of a powerful, but temperamental, mage from the surface world, who has long felt the need for a bolt-hole and refuge within the Underdark. Though he has a decent understanding with the svirfneblin city to the southeast (ENCOUNTER AREA K2/26 and further), sometimes bartering lore and services with their leaders, the mage considers the cavern itself to be his personal space, and so allows the lesser denizens within to roam freely as part of keeping the deep gnomes from exploring his sanctum.

This encounter deals with exploring, and dealing with the creatures resident within, the sanctum. The master of the cavern will not arrive within the sanctum during the duration of the adventure, unless the Dungeon Master chooses otherwise, being occupied with other business elsewhere. He may choose to hold the player characters accountable for damage done to his domain, however. Dungeon Masters are encouraged to make the master of the sanctum any notorious and memorable Wizard already present in their campaigns, or create a new non-player character.

The monsters lurking within the sanctum are as follows. Note that most of these monsters are not intelligent and manage to coexist mostly by avoiding one another. If player characters manage to lure one monster into another's lair, the monsters, at Dungeon Master's discretion, may do battle with one another in addition to combating the player characters.

1. Eight piercers of the maximum size (4 HD; 19 H.P. each) cluster around the main entrance to the sanctum (location A), where the tunnel first widens. These creatures will strike at the first large

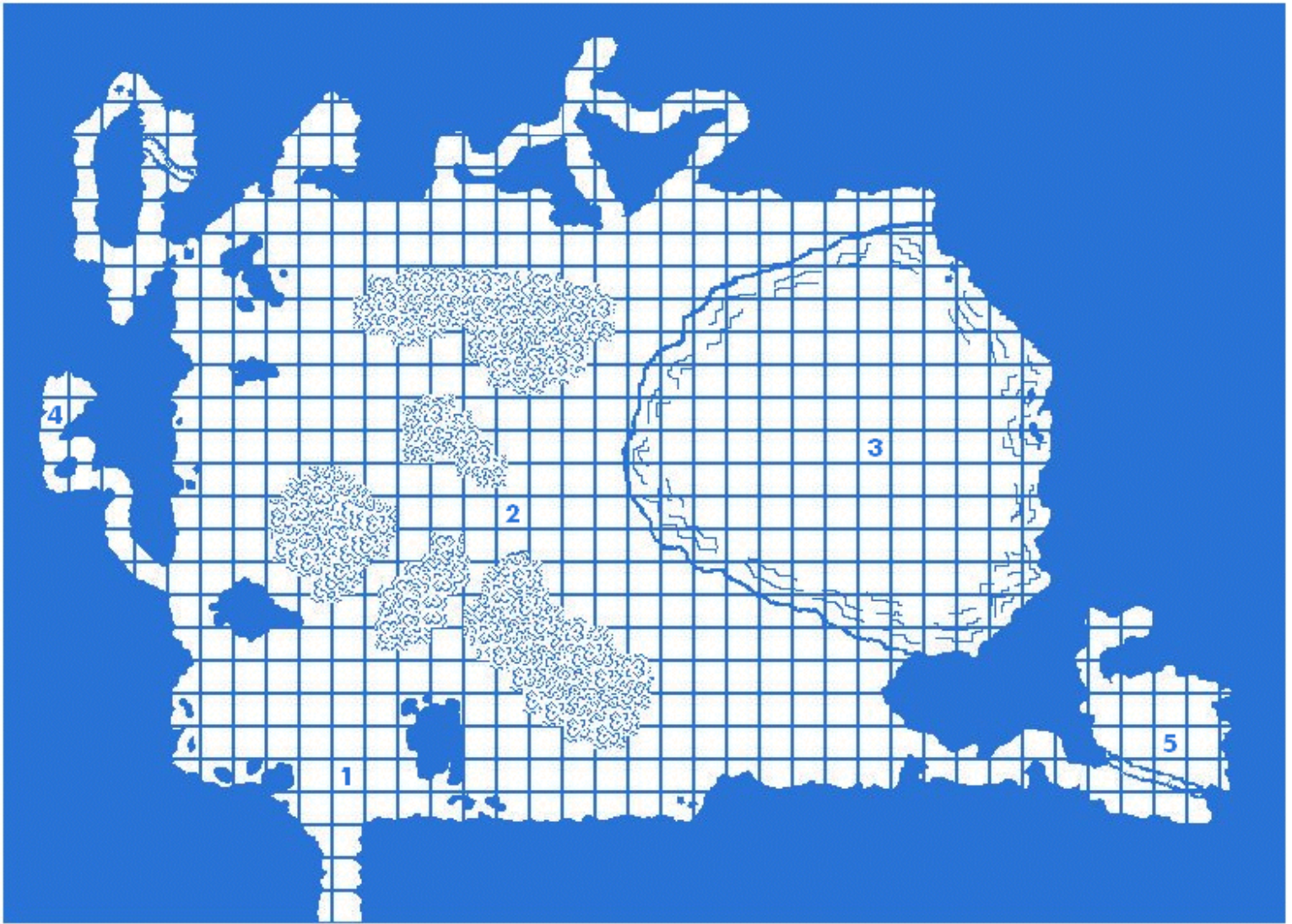
creature to pass within their reach. Note that the piercers do not differentiate between player characters and a pack animal or similar bait. One of the piercers, unusually enough, has a 50 g.p. gem wedged into a crack in its side. A careful examination of the piercer bodies will reveal this prize.

2. Two nests of carrion crawlers are in cul-de-sacs off the main tunnel (locations B and D). The first nest contains five carrion crawlers (hit points of 15, 13, 11, 10, 8) while the second has but three (hit points of 19, 17 and 14). These creatures roam the entirety of the outer caverns, feeding off rats and other lesser vermin, but avoiding the roper lairing in the western part of the sanctum.
3. A large colony of brown mold has recently begun slowly spreading throughout the southernmost areas of the outer cavern (location E), unknown to the mage ruling over the cavern. Its growth within the sanctum of a powerful wizard seems to have given it some ability to feed on magical energies in addition to heat, to the point where casting a 4th level or higher spell within 5' of the mold has a 20% chance of causing its size to double, as if a torch or lantern were lit near to it. The carrion crawlers and the roper are aware of the brown mold and will generally seek to avoid it, though the roper may be cunning enough to chase a fleeing party of adventurers into its clutches.
4. A lone roper (35 H.P.), undernourished and ill-tempered, lairs close to the entrance to the inner sanctum (location F). It has lurked within these caverns for years, ever since the mage trapped it here to serve as a guardian, and is now half-mad with frustration and hunger. It has survived mostly by chasing

the carrion crawlers off of vermin they have caught and eating the very rare intruder. It will stalk any adventurers that arrive, intending to kill and eat them. Within the thing's gullet, in addition to 9 platinum pieces, are 7 gems worth 200 g.p. each, and a **gem of brightness**.

The entrance to the inner sanctum (location G) has been well-guarded by the mage who claims this area. To begin with, it has been sealed by a **wall of force**; in addition, the well-appointed space behind has been disguised via **hallucinatory terrain** to appear as bare cavern, with all surfaces of unworked stone and many jagged outcrops. Should these defenses be overcome, explorers must still beware the pit trap which lies beyond; it is 20' deep, with spikes, and disguised by a **permanent illusion** blending seamlessly with the surrounding floor (imposing a -50% penalty to a thief's ability to Find Traps).

The interior of the sanctum has many prizes. In addition to sumptuous bedding and furnishings, worth up to 5,000 g.p. if somehow successfully transported to the surface and offered to a properly discriminating buyer, a small, but well-chosen, library may be used by magic-users and illusionists to reduce the costs of independent spell research by half (as per the Dungeon Master's Guide). A brain mole is kept in a cage near the bedside as a pet and object of study, and a barbed devil (40 H.P.) has been frozen in **temporal stasis** in the corner. At the Dungeon Master's option, additional treasures or information about nearby encounter areas may be found here. The Dungeon Master may also choose to place a teleportation chamber connecting to the mage's tower in the surface world, or possibly one or more locations on another plane, as a lead-in to future adventures.



ENCOUNTER AREA N2-O2/51

The Drowad Caverns by Papers and Paychecks

1. CAVERN ENTRANCE: The entrance to this cavern is spectacular. In the ceiling of the cavern, a vast area of Tumkeoite is slowly decaying into Lacofcite, giving off the same strange, eldritch radiance that permeates the Vault of the Drow, and having the same effect on light and colors. Thus the party's perceptions are altered to an almost disturbingly psychedelic degree -- particularly if any of them happen to be using ultravision!

Stranger still are the fungi, which are things of beauty. Some are as tall as trees, with woody stems and bone white umbrellas, bracket-fungi-like scales encrusting their trunks; others are smaller and obviously tended, the most perfect in shape and form encouraged to grow. Twisted and gnarled fungi are nowhere to be seen -- presumably these are rapidly excised by some unknown hand.

In a forest in the surface world, birds would flutter from tree to tree, but here their ecological niche is filled by bats, which grow to a remarkable size.

Once the party has entered the Drowad Caverns, roll 1d6 every

three turns. On a 1, the party will be attacked by a huge swarm of stirges. From 41-60 (d20+40) stirges (6 hit points each) will flap down from places of concealment among the fungi, surprising on a 1-4 on a d6. They will attach themselves to the least heavily-armored target available. Note that no more than 12 stirges may attack a single man-sized individual (although up to 30 may attack a mule).

2. THE DROWAD REALMS: There are 23 Drowads in the cavern. 21 of them are 'normal' individuals (H.P.: 26 each). There is one clerical Drowad (HD 7, H.P.: 34, spells as a seventh level cleric: **command**, **cure light wounds**, **cure light wounds**, **sanctuary**, **chant**, **resist fire**, **spiritual hammer**, **dispel magic**, **glyph of warding**, **cure serious wounds**) and one magic-using one (HD 10, H.P.: 53, spells as a tenth level mage: **comprehend languages**, **detect magic**, **magic missile**, **magic missile**, **detect invisibility**, **mirror image**, **web**, **web**, **fireball**, **slow**, **slow**, **hallucinatory terrain**, **wall of fire**, **conjure earth elemental**, **magic jar**). These creatures are supported by 33 ghouls (H.P.: 10 each) that act as house-slaves, minions, and garbage disposal. The mage-Drowad wears a beautiful filigree necklace studded with emeralds; the value of this fantastic piece is probably as much as 50,000 g.p..

The GM should play the Drowads carefully. They will initially be curious about, but very wary of, the party and will hide from them. The Drowads will use their ability to appear as fungi while they

attempt to learn about the characters by using their innate **ESP** power. They will then report back to their leader, the mage, who will formulate a plan of action designed to deal with the party as safely and effectively as possible. If the Drowads learn the party has powerful magic items, they will certainly not wish for these items to leave their domain! They will attempt to obtain the party's magical gear, using **charm person** preferentially. If this fails, the Drowads may risk more direct action, such as having their ghouls fling **silenced** rocks at the party's spellcasters while their leader sends her Earth Elemental to attack and incapacitate any known clerics. If successful, the drowads will allow their ghouls to charge the players and paralyze them.

The mage-drowad will use her **slow** spells on the party as early as possible in any conflict, trying to double-**slow** them (one action every four rounds) if at all possible.

3. **THE LAKE OF GREED:** This lake appears placid, tranquil, quite clear, and up to 30' deep. In the center of the lake, at a depth of 20' or more, many beautiful gold coins, several rings, a pair of bracers, a crown, and a jeweled casket are visible.

The lake contains seven wraiths which lurk in the depths. The wraiths are very difficult to see underwater (treat as if AC 1) and owing to the action of the water, only thrusting weapons will do full damage against them; slashing and crushing weapons will inflict the minimum possible damage (assume a "1" on each damage die). The wraiths will attack together.

The jeweled casket has a **glyph of warding** on it that will drain one energy level (save versus spells) from anyone who opens it. It is empty.

Only one of the rings is magical: a **cursed ring of petrification** that will turn the first person to put it on into stone (save versus petrification at -4 to avoid). The bracers are perfectly ordinary **bracers of defense (AC7)**, while the crown (which contains gold and jewels worth 40,000 g.p.) also acts as a **helm of opposite alignment**.

4. **ROPER CAVE:** Three 12-hit dice ropers lurk at the end of this passage (H.P.: 77, 64, 61). They have normal (diced) treasure, while the largest one has a **gem of seeing** in its gizzard in addition to the ropers' standard treasure.
5. **PLACE OF SECRETS:** This natural-appearing cavern has been decorated in very realistic pigments with beautiful, but alien-looking, scenes. The walls are very entrancing to look at, and, if examined for more than three rounds, the scenes will begin to move.

The first scene witnessed by each character will be a simple, pastoral one, with a vision of the world above ground where unicorns gambol in grassy glades. The scene will last 1d3 rounds, and at the end, any character who has witnessed the scene will be relaxed and refreshed (and fully healed with all spells restored).

If the characters continue to watch, the second scene witnessed by each character will be a darker, more nightmarish one. Ask each player who is watching to describe his or her character's worst nightmare. The scene will last 1d3 rounds, and any character who watches to the end will lose 1,000 to 4,000 experience points.

The third scene is an image of the six hundred and sixty-fifth layer of the Abyss. Any character witnessing this scene must roll a save versus death magic or have his or her alignment changed to chaotic evil.

The fourth scene is an image of a single face. Even a glimpse of this face will be enough to subtract one point from the character's wisdom score permanently (no save).

The fifth scene, if any character is stupid enough still to be watching, will draw the character into the rock (no save) to become another image in the rock.

A careful search of this cavern will reveal a niche in the rock, high up at the back of the cave. This niche contains a small **bag of holding** in which the party will find a **longsword +3, +5 versus demons**, a **staff of power** and a **rod of resurrection**.

DROWAD

FREQUENCY: Very rare
NO. APPEARING: 6-36 (in lair); 1-6 (wandering)
ARMOR CLASS: 6
MOVE: 12"
HIT DICE: 5 or better
% IN LAIR: 90
TREASURE TYPE: **See below**
NO. OF ATTACKS: 1
DAMAGE/ATTACK: By weapon type
SPECIAL ATTACKS: **See below**
SPECIAL DEFENSES: **See below**
MAGICAL RESISTANCE: 60%
INTELLIGENCE: Exceptional to Genius
ALIGNMENT: Chaotic Evil
SIZE: M
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Drowads are to Dark Elves as Dryads are to the goodly elves of the surface. All Drowads are female, and they breed with Dark Elf males for continuance.

Deep beneath the earth there are great forests of fungi, of many strange and varied kinds. The greatest of these fungi have rigid structures for stems, which bear an outward resemblance to the trunks of great trees, and it is these fungi that serve as the habitat of the Drowads. It is rare for a Drowad to be far from her fungus for long.

Drowads are weak in combat. They use the attack tables of magic users, and do not receive any of the bonuses from high ability scores that their cousins the Dark Elves receive; neither can they fashion the strange semi-magical equipment used by the Dark Elves, nor do they show much interest in technology. However, the Dark Elves do keep them supplied with the +1 daggers they prefer for situations where combat is unavoidable.

Despite this seeming weakness, Drowads are dangerous foes because of their powerful spell-like abilities. All adult Drowads may use the following spell-like powers at will, once per round: **charm person**, **darkness 15' radius**, **silence 15' radius**, **sleep**. In addition they may affect undead as a 6th-level evil cleric does. Once per day, they may use the following additional spell-like powers: **transport via fungi** (exactly as the Druid spell **transport via plants**, save that fungi, obviously, are those affected), **fungus form** (exactly as the Druid spell **tree**, save that the form involved must be a fungus), and **ESP**. All of these effects take 1 segment to cast and require no material component.

Over and above these powers, some Drowads (typically 10% of their number) will possess the abilities of a magic user (75%) or cleric (25%) of 1st to 11th level (2d6-1).

Owing to their limited combat abilities, Drowads will typically accumulate undead, such as skeletons, zombies, or ghouls, to bear the brunt of any fighting that might be necessary.

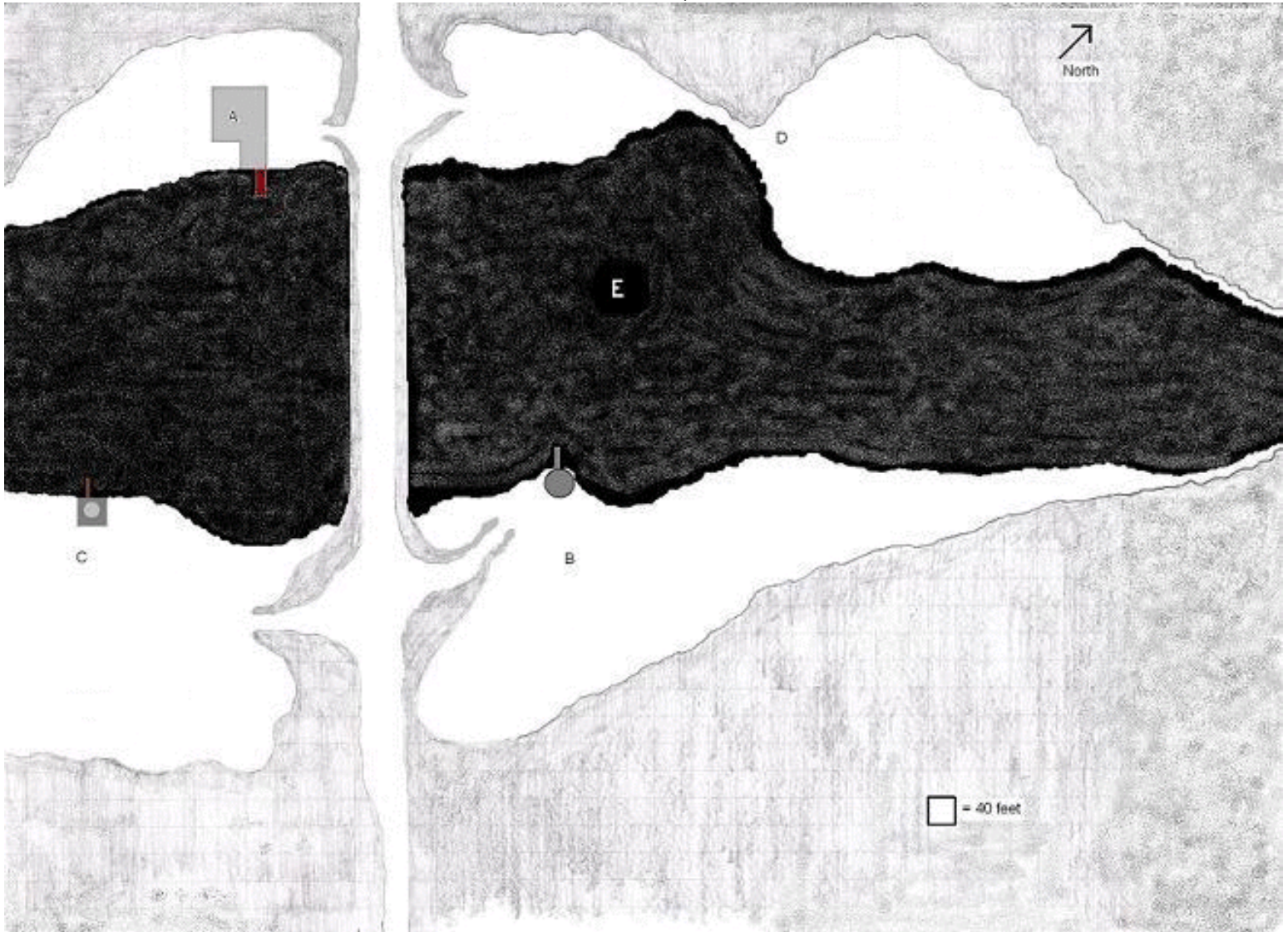
Drowads are renowned for their potions. From the weird spores of the strange fungi they tend, they are able to manufacture potions of many kinds. They are the ultimate source of the sleep poisons employed by the

Dark Elves. Drowads possess this substance in abundance – all Drowads automatically carry 1d4 such potions. There is a 25% chance that any given Drowad will be carrying 1d4 other potions as well, typically ones of immediate, general purpose value, such as **invisibility** or **healing**.

Although Chaotic Evil, Drowads are not automatically hostile and will usually not fight unless this is clearly the best course of action. Their preferred approach with intruders into their realm is to control them using **charm person**; if this fails, they will negotiate or even bribe intruders to leave or do their bidding. However, the chaotic nature of Drowads means that they cannot be trusted to stick to their deals. There is a good chance they will renege if they can gain benefit from doing so.

Drowads have little use for most treasure, but prize small and delicate items of personal jewelry. A typical Drowad will wear 50-500 g.p. worth of rings, earrings, toe-rings, anklets, bracelets, necklaces, and similar things, usually finely-wrought in filigree and marvelously light.

ENCOUNTER AREA S2/30: MAP A



ENCOUNTER AREA S2/30

The Smugglers by Elfdart

The tunnel opens into an enormous cavern in which the river widens to nearly 400 feet across. The river is much faster and deeper here. Traffic flows in this passageway from the northwest. This pattern is obvious, as countless footprints, pawprints, hoofprints, and even a number of wheel marks mar the floor of this route. Careful observation reveals that most traffic heads to the southeast. The passageway forms a natural bridge over the river. The center of the bridge is 30 feet above the surface of the water.

DM NOTE: The reason for this abnormal traffic is that this junction contains a hidden link between the passageway and the river below. This secret dock is known to few inhabitants of the Underworld. Thus, any number of smugglers, traders, pirates, and other vicious characters can be found here, as well as fugitives and hapless souls trying to evade them. The White Goblins and their hobgoblin allies trade foodstuffs, wool, and cloth to the Deep Gnomes and the Grey Dwarves; for gems and precious metals to the former, and for slaves to the latter.

Most trading goes on in alcoves, grottos, and other out of the way caves,

ideal places to hide and carry on transactions best kept secret. If the party has traded with the greedy Deep Gnomes at B2/24, they will be able to trade with the Svirkneblin who skulk about in this stretch of passageway, as they will have been told where to meet them. The Deep Gnomes know about the White Goblins but will tell of a bellowing roar they sometimes hear from the goblins' lair. If friendly, they will warn the party not to approach the goblins empty-handed, as those who are not there to trade will be considered attackers and shown no mercy. Beyond such furtive contacts, little is of value here.

Each of these races maintains a stronghold on the banks of the Svartjet. The White Goblins have a fortified warehouse (A) full of bulk goods (mainly food, wool, and cloth) that is heavily guarded by their surface-dwelling lackeys. White Goblin patrols and leaders (including a barghest) make frequent visits. On the opposite shore, the Svirkneblin have a tower (B) in which they store their valuables before and after transactions. The Grey Dwarves maintain a tower and lighthouse (C) on the other side of the tunnel bridge. For the most part, the food, wool, and weapons available here are nothing special and are valuable since they are bought and sold by the ton. The weapons are standard short swords, crossbows, daggers, bolts, etc. – though if a party should acquire a bundle of weapons and examine them, there is a 10% chance of finding one or more Drow-made weapons in the mix. Payments are mostly in the

form of silver and other small denomination coin. The Duergar will certainly entertain offers, but will insist on not selling their goblinoid slaves to the PCs, since they can be sold to the White Goblins for much more than anyone else typically offers.

While trade is brisk and relatively peaceful, each side guards against the others, as well as the many horrors that pass through this area, for the goblins, gnomes and dwarves know they are not alone. Among other terrors that find their way to these shores (the typical wandering monsters), any number of winged creatures are heard, but seldom seen, flying above in the darkness, and the Kuo-Toa use the river as a highway to travel from the Sunless Sea to their ghastly Shrine. While the different factions are not openly hostile, they are not friendly either, and one group will not intervene should another be attacked (though if they spot weakness, they will certainly exploit it).

For every 3 turns spent in this area, roll a d6 for encounters, which will occur on a 1. Hundreds of carnivorous normal bats and 5-20 mobats nest aloft in the highest parts of the cavern. They will not attack (preferring to flee if threatened) but will scavenge the dead if given the opportunity. The encounters are:

Roll	Encounter
1	Duergar Slavers
2	Runaway Slaves (1-6 on d10)/ Hobgoblin Stragglers (7-10 on d10)*
3	Hobgoblin Patrol
4	White Goblin Traders
5-6	Deep Gnome Smugglers
7	Drow Hunting Party*
8	Kuo Toa Raiders

* These encounters will only happen once and should be considered as "no encounter" if rolled again.

Duergar Slavers: The Grey Dwarves do a brisk business selling slaves to the White Goblins. A typical band contains 9-12 duergar, along with 2-8 bound and gagged slaves (pick or roll to determine what kind). The Grey Dwarves carry with them an encrypted ledger (requiring both **Read Magic** and **Comprehend Languages** spells to understand) that lists the sale prices of slaves to the goblins and hobgoblins (from 100-1,000 g.p. per head). The hobgoblins value female hobgoblins most of all, and the goblins value female goblins likewise. Surface elves are next in value (for torture and sport). Orcs, half-orcs, humans, and ogres are next (strong backs for slave labor), followed by xvarts, kobolds, and jinxkins (for the most menial work). Troglodytes, gnolls, lizard men, bugbears, and kuo-toa are valued least, as they are immediately slaughtered once they are sent to the White Goblins' realm. Drow are either disposed of, as discretely as possible, or ransomed. A few surface dwarves and gnomes are kept alive as skilled slave labor, and are thus highly valued. Each grey dwarf carries 2 platinum pieces, 4 gold pieces, and 10 silver pieces. They have a large empty strongbox in anticipation of the goblins' purchases.

Duergar (9-12): AC 4; HD 1+2; H.P.: 7 each. Each is armed with a repeating crossbow (2 shots per round, 1-4 damage, range 120', bolts are treated with sleep poison: save at -3 or unconscious for 2-5 turns), military pick, hammer, and spear. (See Monster Manual 2, page 61 Twenty more Duergar live at their tower (C).

Runaway Slaves: These bands are composed the same as the Shore Dwellers found in ENCOUNTER AREA B2/24. They have somehow managed to escape from the Kuo-Toa (or Drow) and are trying to make

their way to the refuge at ENCOUNTER AREA B2/24. They have had little luck, which is why 2-12 of them are found here.

Hobgoblin Stragglers: This band contains a female hobgoblin "princess" and her 6 "ladies in waiting". Characters familiar with goblinkind who roll lower than their INT on 1d20 will be able to discern that these are surface-dwelling hobgoblins, rather than the subterranean kind. The "princess" is the daughter of a powerful hobgoblin king who was killed along with all of his tribe, save this band. She has heard tales of an ancient haven for her kind deep beneath the Oerth and has fled with her retinue to find it.

Hobgoblin "Princess": AC 5; HD 4; H.P.: 27. She is armed with a mace, dagger (both +2 damage due to her ferocity), and composite short bow, and she wears a silver necklace worth 50 g.p.
Hobgoblin "Ladies in Waiting" (6): AC 5; HD 1+1; H.P.: 8 each. Each is armed with a composite short bow, and falchion and carries 10 silver pieces.

Hobgoblin Patrol: A patrol from the stronghold of the White Goblins is usually made up of six regular hobgoblins and one of the Hobgoblin King's bodyguards. This patrol has extra muscle; there are 2 bodyguards, 4 "serjeants," and 12 regulars. With them are a pair of Death Dogs; thus, they cannot be surprised. When the Hobgoblin King heard rumors of a hobgoblin "princess," he sent this patrol to find her and bring her to him. This means that they will seek to parley with any strange creatures (especially surface-dwellers), and, should the party prove helpful, the Hobgoblin King will express his gratitude and offer gifts (nothing of real value, but refusal will be considered the gravest of insults) and safe conduct through his realm.

Hobgoblin Bodyguards: AC 4 (banded); HD 3+1; H.P.: 15. Each is armed with a heavy crossbow, whip, hand axe, and mace.

Hobgoblin Serjeants: AC 5; HD 1+1; H.P.: 8. Each is armed with a heavy crossbow and mace.

Hobgoblin Regulars: AC 5; HD 1+1; H.P.: 6. Each is armed with a heavy crossbow and falchion.

Each hobgoblin is armed with 40 regular bolts plus 4 acid-treated bolts that do an extra 1d6 of acid damage with each hit and carries 5 gold pieces. Each serjeant carries a smoke bomb similar to the ones the Deep Gnomes make (see D 1-2, page 15) and 15 gold pieces. Like the other goblinkind of this area, they are skilled at taking carefully aimed shots with their crossbows obtaining an additional +2 to hit and damage while forfeiting initiative.

White Goblin Traders: Four large wagons (each with roughly two tons of cargo) pulled by teams of yoked rothe are accompanied by 4 White Goblins mounted on Death Dogs and armed with hand crossbows, light crossbows, and daggers. Each wagon has a goblin driver and a second goblin riding "crossbow" (a heavy crossbow on a bipod that gives +2 to hit and damage, in addition to other bonuses). The first two wagons carry foodstuffs: various fungi, cured rothe meat, and numerous spices. The second two wagons carry rothe wool cloth and cave ibex horns. The contents of each wagon are worth anywhere from 200-1,200 g.p. (quality is widely variable) if they can be brought to the lair of the Deep Gnomes.



Goblins: AC 6; HD 1-1; H.P.: 4 each. Each goblin driver is armed with a hand crossbow, whip and dagger. Each goblin riding shotgun is armed with a heavy crossbow and a club. All of the goblins carry 25 silver pieces each.

White Goblins: AC 4 (Drow chainmail shirt +1); HD 1; H.P.: 5 each. Each White Goblin is armed with a light crossbow, hand crossbow, and a dagger.

Death Dogs: AC 6; MV 12" (or run at 18"); HD 2+1; H.P.: 11 each; AT 2; Damage 1-10 bite (x2); SA disease that kills in 4-24 days; knock size S-M opponents prone on a natural 19 or 20 to hit.

Each wagon is pulled by four tamed rothe (AC 8; MV 9"; HD 2; H.P.: 9)

NOTE: The goblins have a variety of crossbow bolts with them. For each heavy and light crossbow, 20 regular, 10 acid-treated (+1d6 acid damage), 5 poisoned (save at -2 or suffer 15 points of damage, half if saving throw is made) bolts are carried. For every hand crossbow, the goblins carry 20 bolts treated with sleep toxin (save vs. poison at -3 or fall unconscious for 1-6 turns). The White Goblins can use carefully aimed shots (+2 to hit and damage, but automatically lose initiative) with their missile weapons.

Drow Hunting Party: This party is composed similarly to the patrols from D3, VAULT OF THE DROW, except that all the Drow will be mounted on riding lizards as they are a hunting party from one of the noble houses (pick one). This sadistic hunting party is after two-legged quarry: slaves who have escaped from Erelhei-Cinlu. The bugbears and troglodytes act as beaters and drive their victims towards the mounted dark elves, who will toy with their prey for as long as possible before killing them in gruesome fashion. Any surface dwellers will be viewed with suspicion, and, if the party appears to be less than heavily armed (trying to conceal their armor) or weak in any way, the hunters will attack, though at -2 to damage as they are "pulling their punches." If the party appears to have the upper hand, they hunters will fight in earnest, flee, or possibly surrender if they are clearly overmatched and cut off from escape.

Cleric 9 – WIS 18; DEX 17; AC -5 (Drow Mail +3, Drow Buckler +3); H.P.: 46; Drow Mace +3, **Oil of Fiery Burning** (x2)

Cleric Spells:

First Level **Cure Light Wounds** (x3), **Cause Fear**, **Command**, **Detect Good**

Second Level **Hold Person** (x2), **Silence 15' radius** (x2), **Resist Fire**, **Aid**

Third Level **Prayer**, **Animate Dead**, **Remove Paralysis**, **Dispel Magic**, **Spell Immunity**

Fourth Level **Neutralize Poison**, **Cloak of Fear**

Fifth Level **Flame Strike**

Cavalier 8 – STR 17; DEX 19; CON 16; AC -7; H.P.: 64; +1 to hit with mace and falchion; +2 to hit with lance; Drow Mail +4, Drow Buckler +3, **Death Lance**, **Falchion of Sharpness +1**, Drow Mace +2, Drow Dagger +2, **Javelin +2** (x2), **Javelin of Lightning**.

Cavalier 7 – STR 16; DEX 18; CON 15; AC -5 (Drow Mail +3 and Drow Buckler +2); H.P.: 49; +1 to hit with mace and longsword; +2 with lance. Armed with **Longsword +1**, Drow Mace +2, Lance, Drow Dagger +2.

Fighter 7 – DEX 18; CON 15; AC -6 (Drow Mail +3 and Drow Buckler +3); H.P.: 47; Drow Mace +3, Drow Dagger +3, **Light Crossbow of Speed +1** (specialist) with 40 bolts, Hand Crossbow with 20 bolts. All bolts are coated with sleep toxin: save vs. Poison at -4 or fall unconscious.

Fighter 6 – DEX 19; CON 15; AC -4 (Drow Mail +5); H.P.: 39; Drow Short Sword +4, 2 Hand Crossbows (specialist) with 20 bolts each (poisoned as above), Dagger +2. This Drow retainer has tracking abilities equivalent to a 6th level ranger.

5 Cavaliers 3 – DEX 16; CON 15; AC -2 (Drow Mail +2 and Drow Buckler +2); H.P.: 20; Drow Short Sword +1, Drow Dagger +1, Lance (+1 to hit).

2 Fighters 3 – DEX 16; AC -2 (Drow Mail +2 and Drow Buckler +2); H.P.: 17; Drow Mace +2, Drow Dagger +1, Heavy Crossbow with 40 bolts (poisoned as above).

Magic-User 8 – DEX 18; CON 15; AC -4 (**Bracers of Protection AC 3** and **Cloak of Protection +3**); H.P.: 29; Drow Dagger +5, **Staff +1**.

Assassin 5 – DEX 19; AC -2 (Leather Armor, **Ring of Protection +4**, and **Cloak of Protection +2**); H.P.: 18; Drow Dagger +4 (poisoned for three hits: save at -2 or die), Heavy Crossbow with 40 bolts (poisoned as the other bolts), 4 bolts (poisoned: save at -2 or die).

Ten of the Drow in this special patrol are mounted on riding lizards. The highest-level cavalier is mounted on a riding lizard with Drow Mail Barding (providing a +4 AC bonus or AC 0). The assassin and pseudo-ranger are mounted on swifter riding lizards (MV 21") that are covered with chamfrons that act similarly to Drow Cloaks, giving 75% concealment to their mounts. There are 20 bugbears and 30 troglodytes that act as beaters and menial labor for this expedition. The troglodytes are usually left behind to guard the barges used to ferry the dark elves, their lackeys, and their mounts up and down the river.

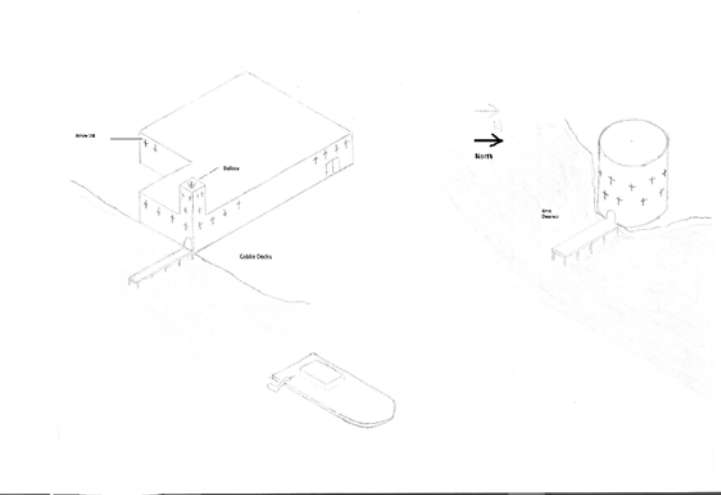
Kuo-Toa Pilgrims: These scaly monsters have come up from the Sunless Sea. They are pilgrims taking the scenic route to the Shrine, but are also looking for victims to take back to their lair. See D2: SHRINE OF THE KUO-TOA for details of Goggler pilgrims.

Deep Gnome Smugglers: Unless the party had contact with the other greedy Svirfneblin, these gnomes will be polite as possible to the party, but will give them very little information. They have no wish to be discovered by or identified to their fellow Deep Gnomes. If the party is near the bridge tunnel, then the deep gnomes will be afoot, sneaking about to sell their smuggled weapons without being caught by their fellow gnomes in the tower. If not, the gnomes will be encountered aboard their river barge, along with the regular Svirfneblin crew of 20 deep gnomes.

The barge is 40' wide by 80' long and can carry 40 tons of cargo. It is powered by a crude boiler and can travel 10 mph up or downstream.

The river being as dangerous as it is, the barge is heavily armed: two ballistae are cocked and loaded at all times. In addition, a tube is connected to the boiler and can spew steam up to 60' for 2-24 points of scalding damage. Another tube can siphon icy cold water from the river and shoot it up to 90' with tremendous force (similarly to a **Decanter of Endless Water**) and doing 1-6 points of cold damage (double damage vs. fire and heat-based creatures like hell hounds, elementals, etc.) per round in addition to stunning and knocking down opponents. To top it off, there is a flamethrower (range 60', damage 4-24). The barrels, crates, bundles and other pieces of cargo are always arranged so the gnomes can use them as cover (50-75%) while manning their weapons or using crossbows and darts.

Svirfneblin (5-10): AC 2; MV 9; HD 3+6; H.P.: 20. The Svirfneblin are armed with a non-magical dagger +1 and pick+1, 7-10 gas darts (damage 1-3, plus save vs. poison or be stunned for 1 round and slowed for 4 rounds after), and 3-6 acid darts (damage 1-3, plus 2d4 for acid damage). Both types of darts may be hurled at +2 to hit up to 40' at a rate of two per round. Note that 20 more deep gnomes are stationed in their tower, along with two ballistae. From their outpost they can watch over their barges as they load, unload, and travel upriver.



(A) Goblin Warehouse

Four-score goblins use this fortified warehouse to store bulk goods (mostly food and cloth) before they are transported south by barge. Sixty standard goblins keep watch over this warehouse. Two-thirds are armed with light crossbows and short swords, while the remaining 20 use spears, hammers, and small shields. Each goblin carries six poisoned darts that can be hurled for 1-2 points of damage (plus 2d4 for the poison – half damage if saving throw is made) or launched from their crossbows for 1-4 damage (plus poison). Note that all bolts and darts are interchangeable and can either be hurled or launched with crossbows. Twenty flasks filled with acid and 30 flasks filled with flaming oil are also stored here and kept ready at all times.

The door facing the dock and the double doors at the north side of the building are made of iron and can only be forced open by magic or by stone giant (or higher) strength. The double doors lead to a deadly entry chamber blocked by another massive set of doors. In the ceiling above are carefully concealed murder holes that allow the goblins above to dump acid and/or a sticky combination of flammable oil and animal fat. The acid burns for 4-24 points of damage for one round, while the viscous oil burns for 2-12 points of damage for the first two rounds, followed by 1-6 points for the next two rounds.

The warehouse's observation tower holds two goblins, who will shoot

from behind the safety of their arrow slits (90% cover), if necessary. Two lookouts on the warehouse roof double as crew for a ballista that is kept cocked and loaded at all times. If the alarm is sounded, or if trouble is detected elsewhere in the area, two more goblins will climb the ladder to the roof to increase the rate of fire. If intruders should reach the door at the dock below, the crew on the roof will drop a bladder filled with the same oily concoction as is used in the murder holes. The goblins in the part of the tower with the arrow slits will likewise pour acid on anyone trying to force the door. The acid is poured into a tube that will spray everyone within 20 feet of the door for 2d4 damage.

These goblins are of the surface variety, and their brick red hides and tanned leather jerkins blend in well with the red ochre formations in this corner of the cavern. If they remain still in such areas, they are 75% concealed to anyone within 60 feet and, for all practical purposes, invisible to anyone beyond that range.

While these goblins have it better than other clans, they still resent their lot as flunkies for the White Goblins, who lord over them at every opportunity. The leader of the surface tribe is a shaman (7th level cleric) who has beseeched the infernal powers for aid. A pair of hell hounds keeps watch here as well.

Unbeknownst to the shaman, his prayers were answered several years earlier and a powerful barghest was sent to protect (and exploit) the goblins. Unlike others of its kind, this barghest prefers to remain anonymous while preying on creatures with souls and hoarding treasure in secret. It usually takes on the guise of one of the surface regulars, though sometimes it will pass itself off as one of the White Goblins, hobgoblins – even one of the enslaved races. No matter the guise, the barghest will always have a large wooden shield, to which are fastened nine darts (6 regular, 3 poisoned as above) that he will hurl with great velocity (1d3 + 12 points of damage per hit). In addition, this particular monster prefers to remain on the Prime Material Plane rather than return to its own. There is a 25% of the barghest being found here. If not, there is a 5% chance of it being found among the regular goblins in any encounter between this area and the **Realm of the White Goblins** (roll for each encounter until found or until the party attacks the Goblin Barracks).

Goblins:
(40) AC 6 (5 w/shield); HD 1-1; MV 6"; H.P.: 4 each. Each armed with crossbow, short sword, and darts.

(20) AC 6 (5 w/shield); HD 1-1; MV 6"; H.P.: 4 each. Each armed with spear, hammer, and darts.

(10) Guards: AC 5 (4 w/shield); MV 6"; HD 1; H.P.: 5 each. Each armed with spear, hand axe, and darts.

(5) Sub-Leaders: AC 5 (4 w/shield); MV 6"; HD 1+1; H.P.: 6 each. Each armed with spear, mace, and darts.

(3) Leaders: AC 4 (3 w/shield); MV 6"; HD 2; H.P.: 9 each. Each armed with acid jug, falchion, and darts.

Shaman: AC 3 (Drow Mail Shirt +3); HD 1-1 + 7d8; H.P.: 40; armed with Drow Mace +2.

Cleric Spells:	
First Level	Blight, Cause Fear, Light (usually cast in the eyes of Underworld enemies)
Second Level	Chant, Hold Person, Augury
Third Level	Dispel Magic, Prayer
Fourth Level	Protection From Good 10' Radius

Barghest: AC -4; MV 15"; HD 12+12; H.P.: 85; # AT 1; Damage: 2d4 bite; MR

60%; armed with Drow Mace +2, 9 darts (all +12 to damage).

Hell Hounds (2): AC4; MV 12" (run at 18"); HD 7; H.P.: 35 each; # AT 1; Dmg 1-10 or (fire breath for 7 points); SA Surprise on 1-4 on d6; SD 50% chance to detect invisible.

(B) Deep Gnome Tower

The Svirfneblin keep careful watch from this stronghold, which is used to guard the tunnel leading back to their realm. In addition to the 20 regular deep gnomes on guard here, an Illusionist/Thief (7th level in each class) leads them.

The tower is well-stocked with the smoke bombs and other special weapons used by the Deep Gnomes, as well as crossbows and bolts for dealing with any would-be intruders.

Svirfneblin (20): AC 2; MV 9; HD 3+6; H.P.: 21 each; #AT 1; Damage: dagger +1, pick+1 (both non-magical), 7-10 gas darts (damage 1-3, plus save vs. poison or be stunned for 1 round and slowed for 4 rounds after), 3-6 acid darts (damage 1-3, plus 2d4 for acid damage). Both types of darts may be hurled at +2 to hit up to 40' with a rate of fire of two per round. Each gnome carries 2-8 gems, and their leader carries a platinum medallion worth 400 g.p..

(C) Grey Dwarf Lighthouse/Loading Dock

There are 20 Duergar here at any given time. Ten are armed with repeating crossbows (2 shots per round, 1-4 damage, range 120', bolts are treated with sleep toxin: save vs. poison at -3 or unconscious for 2-5 turns), pick, hand axe, and spear. Eight are equipped with heavy crossbows, hammers, and daggers. The last two each have a Drow Short Sword +2 and a Drow Dagger +2. They crew a ballista on the topmost floor that can launch two bolts per round to a range of 240 yards for 2d4 in damage, or fire as a standard ballista (2d6 damage). This hand-cranked weapon weighs 300# and can be disassembled for transport in an hour by those who are familiar with siege weapons. However, anyone who is not a duergar who tries to put it back together must roll 1d20 under their INT or ruin the contraption. On the roof is a strange beacon. To those with normal human vision, no light emanates from it. In point of fact, the lighthouse shines a special light throughout this part of the cavern (a 600-foot radius), allowing creatures with infravision to see as well as any normal human can see in broad daylight.

The Duergar normally keep a number of slaves in the dungeon, but as of now there are none. Each Grey Dwarf carries a gem of up to 50 g.p. value, as well as 2-5 platinum pieces, 3-9 gold pieces, and 2-16 silver pieces.

Duergar: AC 4; HD 1+2; H.P.: 7 each. (See Monster Manual 2, page 61)

NOTE: While the goblins and gnomes would resent the interruption of commerce should these duergar be destroyed, they would be extremely grateful if the PCs should obtain the rapid-fire ballista. Both would seek to trade up to 2,000 g.p. in value for it, as well as other benefits: the gnomes by allowing the party to come and go as they please, plus free passage and favorable exchanges on the trade of gems and metals; the goblins by allowing safe conduct through their realm, as well as mundane supplies (food, cloth, fresh water, and transport). The goblins will keep their word, but should the party balk at selling, trading, or giving them the weapon, they will try to take it by force.

(D) Drow Base Camp

Four barges are beached here and guarded by 30 troglodytes. Along the back wall of this section of the cavern, concealed by an illusion, is a camp featuring four tents with rather plush accommodations: spider silk pillows, mattresses, and hammocks, as well as enough delicacies to sate a score of Drow for three days. Three kegs of very fine wine sit on stands.

Clearly, these aristocratic dark elves prefer to travel in style! There is a 25% chance that the Drow Hunting Party (see above) will be here if they haven't been encountered already. The total value for these trappings would be over 3,000 GP, but any party so foolish as to try to sell these items in the Underdark will have a 25% chance of being known as the "murderer" of several dark elf nobles. This chance increases to 75% if the buyer is allied to the Drow and 100% if the PCs are brazen enough to try to sell them in the Vault.

Each barge is 20 feet wide and 50 feet long. They are slow but sturdy, and each can hold 10 tons of cargo or creatures. The barges can travel upstream at 4 mph, provided that 15 man-sized creatures (or the equivalent: Small creatures count as ½, and Large ones 1½) row and scull. The barges will drift toward the Sunless Sea on their own at a rate of 5 mph –double if rowed as above.

(E) Kuo-Toa Lodge

Deep beneath the river (80'), a huge, oval underwater cave (120 feet by 120 feet) serves as a lodge for Kuo-Toa pilgrims. The goggles use the river as a highway to reach ENCOUNTER AREA W-27, and, from there; they continue their sojourn to the horrific Shrine of their horrific goddess. As these pilgrims try to avoid the surface, their slave bearers are a dozen locathah, who the kuo-toa plan to devour once they reach Thoopshib's crossing, since their usefulness will have diminished.

Kuo-Toa:

18 unarmed pilgrims (males): AC 4; MV 9"/18"; HD 2; H.P.: 12 each; #AT 2; Dmg 2-5/2-5.

6 unarmed pilgrims (females): AC 4; MV 9"/18"; HD 2; H.P.: 10 each; #AT 2; Dmg 2-5/2-5.

4 3rd level fighters: AC 4; MV 9"/18"; HD 3; H.P.: 18 each. Each is armed with short bow and dagger.

5th level fighter: AC 4; MV 9"/18"; HD 5; H.P.: 35. Each is armed with harpoon and dagger.

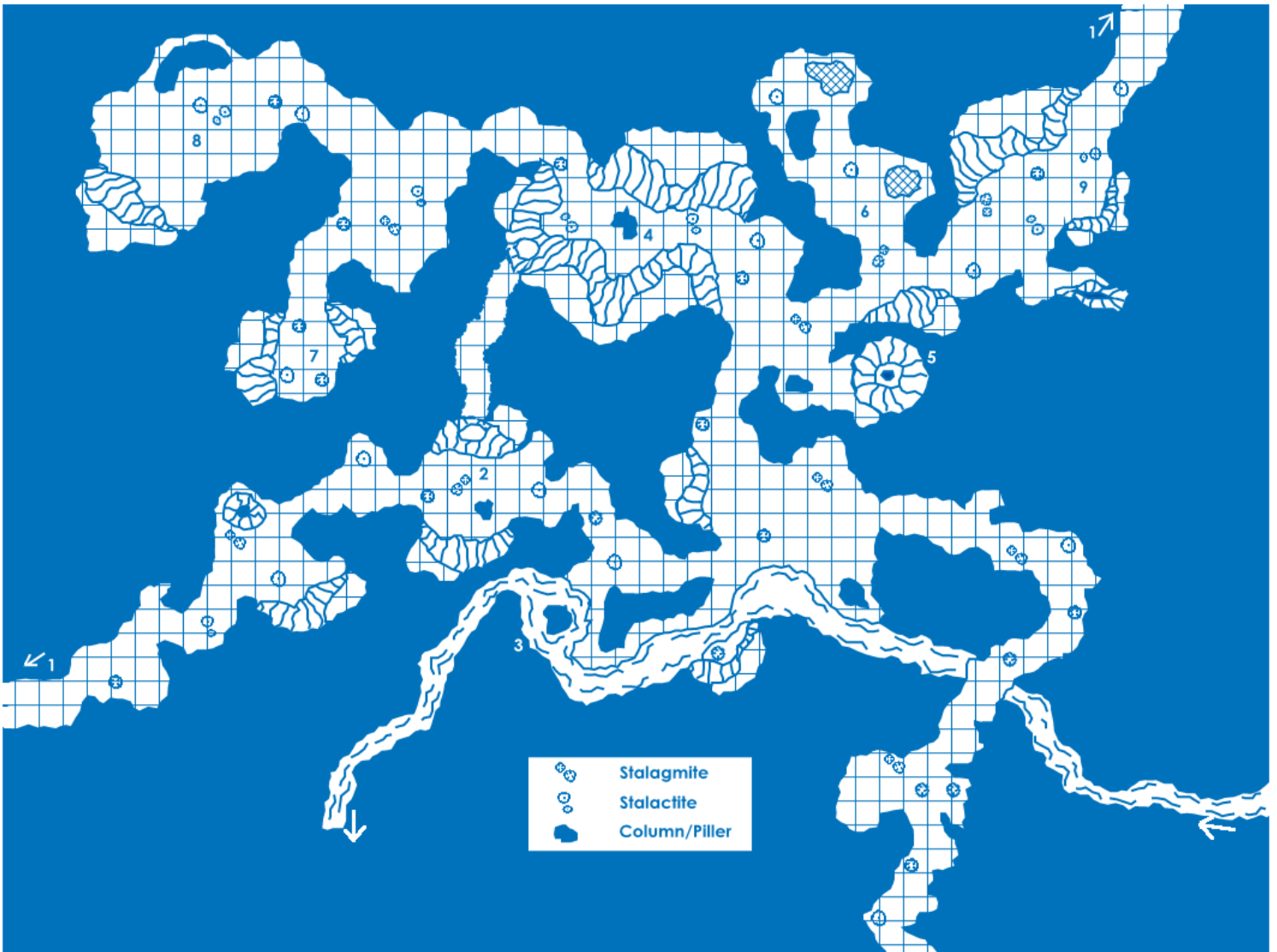
2 3rd level clerics: AC 4; MV 9"/18"; HD 3; H.P.: 18 each; #AT 2; Dmg 2-5/2-5.

Monitor: AC 1; HD 7; MV 18"/36"; H.P.: 56; #AT 6; Dmg 2-8 (x 4), 2-5 (x 2); SA only surprised on a 1 in 10.

12 locathah slaves: AC 6; MV 12"; HD 2; H.P.: 10 each; Dmg By Weapon Type.

The locathah are shackled with restraints made of seaweed and giant fish entrails. Each carries food for their kuo-toa masters – but only half of what is needed for a round trip to and from the Shrine, since slaves are "portable rations" for the goggles. If freed, the locathah will aid the party in any way possible, so long as the party remains underwater. Otherwise, they will race back to the Sunless Sea and from there to their abode near the surface world.)

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 Aleva, 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) **etherealness**

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)

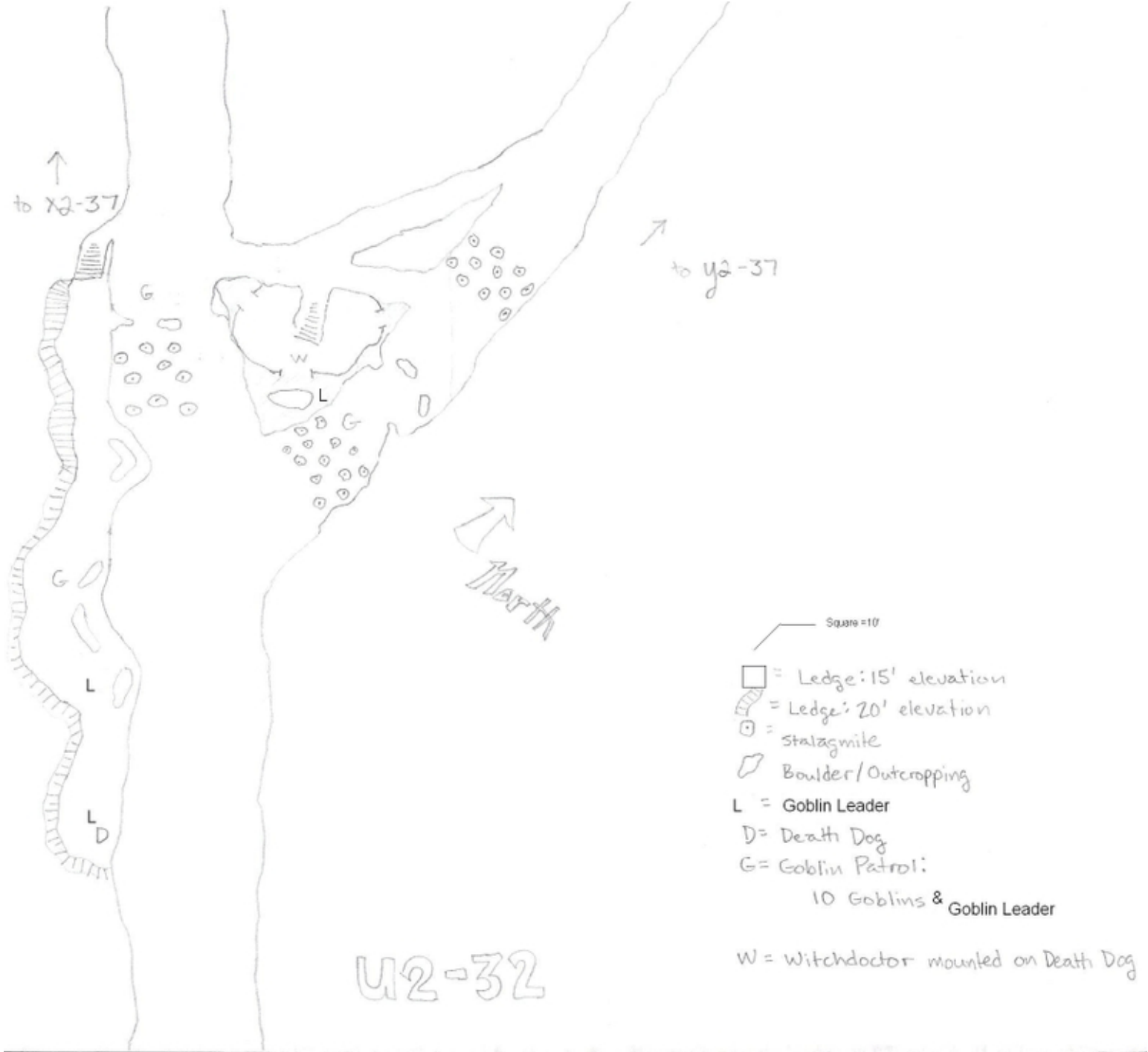
Roll d20 on the following table for the abilities of each of the other eyes:

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.

ENCOUNTER AREA U2/32: MAP A



ENCOUNTER AREA U2/32

White Goblin Ambush by Elfdart

This area features an intersection of two tunnels, with one passage leading to the west and the other to the north. The north tunnel darkens from grey stone to coal-black granite. The north tunnel is equally as wide as the west passage, but it is filled with outcrops of black stone; movement through the north tunnel in a closed formation is not possible.

In the center of the tunnel, a trackway large enough for a cart leads onward. A party will have to travel single file to navigate the stone outcrops. The west passage gets lighter along its length.

North Passage

Guarding the north passage is a goblin patrol consisting of 30 goblins; 6 sub-leaders; the goblin leader, a stunted, wicked witchdoctor; and a pair of death dogs. The goblins all wear black paint, dark clothes, soot-

covered armor, weapons, etc., and enjoy 75% concealment (+3 to AC) even when not hiding. The goblins are armed with light crossbows, the sub-leaders with heavy crossbows. They are divided into three squads, each consisting of 10 goblins and led by a sub-leader. The other three sub-leaders usually wait to attack from the rear with surprise. After firing, they duck down to reload.

The goblins are a rare subterranean breed with the ability to see in the dark up to 120'. They have a -3 penalty to hit if bright light is shined in their faces, so much are they adapted to the underworld. However, this -3 penalty applies only for one round, since the goblins have excellent hearing and smell. Faced with bright light, they will use these senses, rather than sight and regain normal fighting ability after the initial "shock" round is over. This hearing/smell is effective up to 60' and also means the goblins cannot be surprised in this tunnel. Otherwise they are the same as regular goblins.

The goblins patrol the lesser passage very frequently and know every outcropping. They will be sure to take cover before they attack. This cover will be at least 50% up to 75% (+4 or +7 to AC), with the sub-leaders using the best cover. If they start taking losses, some goblins will duck down for 90-100% cover. These humanoids are experienced not only at using cover, but at taking careful aim with their weapons braced against cover. They receive a bonus of +2 to hit and damage when firing from combat, though, after the initial round of combat, they forfeit initiative while shooting this way. They are clever enough to single out spellcasters and elves first, and are usually fairly speed out (they are all too familiar with **fireballs** and other magic). Their chief tactic is for one "squad" to start shooting from a distance, while a second waits in hiding until their comrades are being attacked to shoot from closer range. While the first squad scatters or ducks for cover, and the party turns on the second "squad", the third will then unleash a volley.

The Witchdoctor is an exceptionally wily and sinister goblin. He is a lanky, wizened, wicked little monster who still bears the wounds of many battles, including a pronounced limp. He wears a suit of **Drow Chain Mail +4**, **Drow Cloak** (both goblin-sized) and wields a **Drow Mace +1** and a **Drow Dagger +5**. Because of his infirmity, he rides one of the death dogs like a jockey.

Due to the darkness of the tunnel, any light source (even relatively dim ones) will alert this patrol over 200 yards away. Any noise (that is, if any party members are not using some kind of stealth) will alert the goblins at 100 yards. Bright lights and loud noise will betray an intruder's presence at 400 yards. At this point the withdoctor will gather his patrol into a tight huddle and cast **Prayer** on the group. While the others take position, he will cast **Resist Fire** on himself and his mount.

The Witchdoctor will usually hang back behind the third unit and will use his spells, but if his fellows take more than 50% casualties, he will spur his mount and flee for ENCOUNTER AREA Y2-37 and ENCOUNTER AREA X2-37 to warn the Goblin King.

Goblins (30)	(AC 6 (3 when concealed; 2, -1 or -4 when behind cover); HD 1-1; H.P.: 4 each)
Sub-Leaders (6)	(AC 5; HD 1+1; H.P.: 6 each)
Death Dogs (2)	(AC 5 (armored); HD 2+1; H.P.: 11 each; #AT 2, DMG 1-10/1-10; SA diseased bite, bowl over S-M opponents)
Witchdoctor	(AC 0 (Drow Mail +4 , DEX 15); HD 1-1, Cleric 7, Magic-User 4; H.P.: 36) In addition to the spells listed above, he has the following spells available as well: Clerical Spells

First Level: cure light wounds (x3), darkness

Second Level:	augury
Third Level:	cause blindness
Fourth Level:	poison

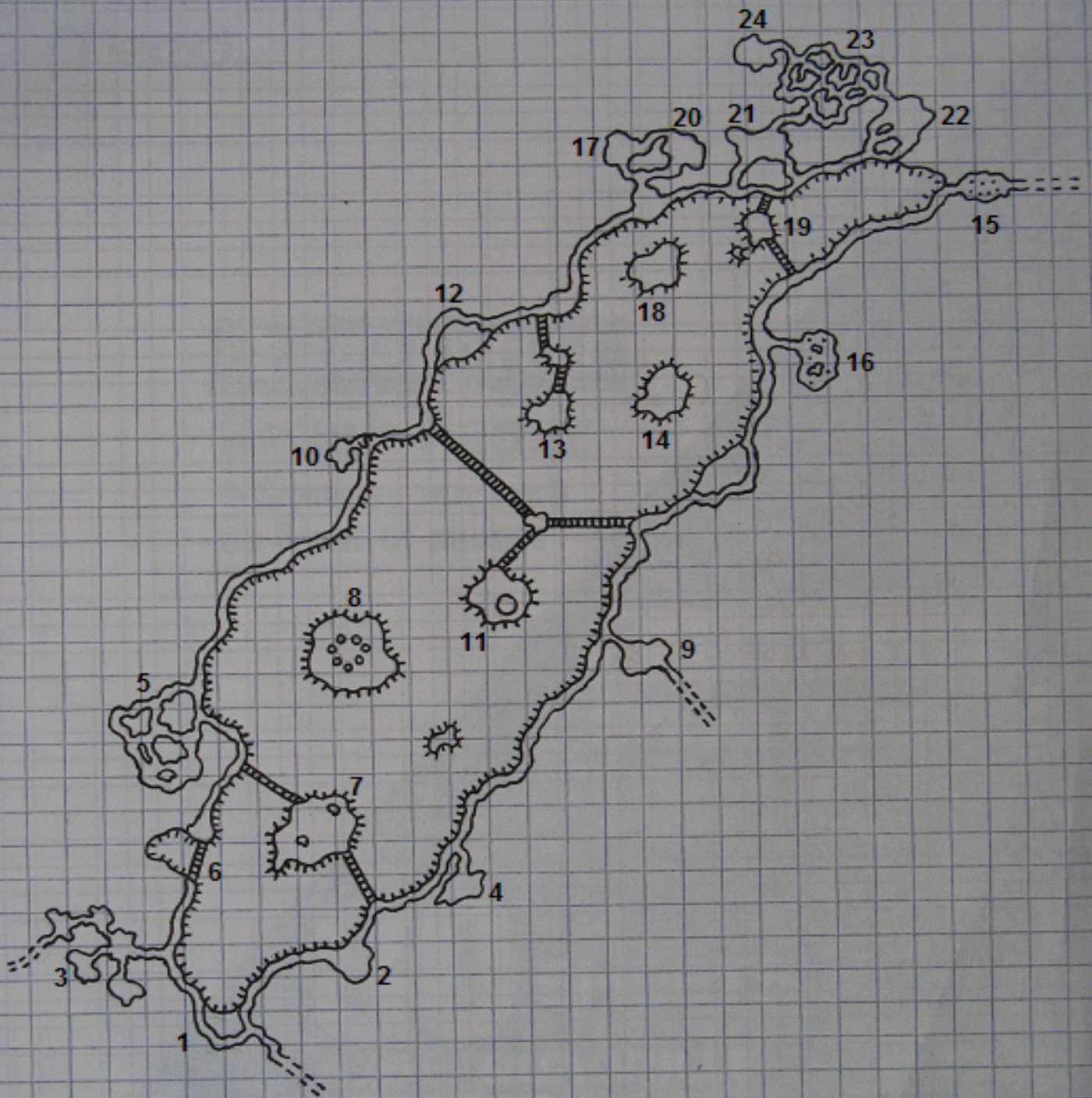
Magic-User Spells

First Level:	ventriloquism, identify, shield
Second Level:	invisibility, vocalize

Each goblin carries 5 silver pieces, 15 g.p. worth of hacked up platinum, which looks like bits of wire and might be considered worthless, and a gem worth 5 g.p.. Each goblin sub-leader carries 20 gold pieces, 50 g.p. worth of hacked platinum, and a 10 g.p. gem. The Witchdoctor carries 500 g.p. worth of hacked platinum and a 100 g.p. gem. The death dog he rides wears a collar worth 200 g.p.. This collar came from a Drow merchant who was lost and, thanks to the Witchdoctor and his patrol, will never be found. If the party searches the bodies thoroughly, they will notice that the goblins only appear to be coal black because of camouflage body paint and black gear. In fact, they are cold, chalky white, since, like so many other living things, they have become etiolated from generations of living beneath the earth and lack of contact with the sun.

West Passage

The fact that this route is much more commonly traveled should be obvious, even to those who have no skill whatsoever in tracking. Countless footprints, pawprints, hoofprints, and wheel marks show a regular flow of traffic in the area, most of it headed south.



ENCOUNTER AREA W2/44-Y2/44

The Chasm of Deadly Breath by eldersphinx

Initial Note

As the party approaches within five miles of this encounter area (by ground distance traveled – the tunnels in hex Y2/47 would not qualify, for instance), they will notice an odd breeze beginning to stir in the vicinity. At first, this will be a mere murmur, with a velocity of only a few mph. As they grow closer to the encounter area, however, it will grow to a strength of 15 mph at 4 miles distant, 30 mph at 3 miles, 50 mph at 2 miles, and finally 75 mph speeds at a distance of 1 mile or less.

At the closest extent, travel will be difficult (all ground movement is slowed to half normal speed); thrown or fired missiles with a weight of less than 20 coins will veer hopelessly off course, automatically missing their targets; and even attacks with heavier weapons will suffer a –4 penalty to hit, in both missile and melee combat. Any thief who attempts to detect noise or climb walls will suffer a penalty of –50% to checks, due to the force of the winds and the din of the gale. On the upside, all chances to move silently are doubled. Adventurers suffer these penalties both near to and within the encounter area, though most of the monsters resident within are used to the conditions. They suffer no penalties for movement or combat. The druid spell, **call lightning**, may be used throughout the encounter area, with targets suffering a –4 to their saving throw.

If and when the party reaches the Chasm proper, they will discover a remarkable and bizarre sight – a seemingly bottomless chasm, carved out of the depths of the very earth itself! This strange rift extends, both upwards and downwards, to the limits of the characters' vision and light sources, and is filled with fresh, breathable air; a welcome difference from the dry and stagnant vapors of the remainder of the underworld. Several islands of rock seem to rise from the chasm's murky depths, either balanced on precarious stone needles or hovering completely in midair.

Of course, the Chasm is not truly bottomless, though in many cases it comes close. The canyon floor is several hundred feet below the lowest surface shown on the encounter map, resulting in an almost certain 20d6 falling damage to any character who missteps. The sole exception is if a character falling from the edge enters one of several slowly-moving vortices to the Elemental Plane of Air that drift throughout the Chasm. The chance of this happening is 10% and, in this case, the character is instantly transported, undamaged, to a random location in Elemental Air.

Note that magical flight through the Chasm also runs some risk of encountering one of these vortices, though, if the character has control over his own movement, the chance of an encounter is lowered to 5% – check once per full turn the character remains airborne. A character who engages in flight, only to remain close to the ground, may not risk encountering a vortex at all, at the Dungeon Master's discretion. An elemental vortex is not visible to normal sight, but can easily be spotted via use of **detect magic**, **detect invisibility**, **wizard eye** or any similar spell, and avoided with ease once its presence is discerned. Most of the monsters resident in the Chasm are either able to detect the vortices naturally (by dint of long experience and practice), are uncaring as to whether they get sucked into the plane of Air, or both.

Wandering Monsters

Most wandering monsters within the Chasm of Deadly Breath are capable of flight or are undead bound to the service of the Master of the Chasm or his enemies. Encounters occur on a 1 in 6 chance; check each turn, rolling 2d10 if an encounter is realized. If south of the first dotted line shown on the encounter area map, subtract 4 from this roll (treating modified results of 1 or less as a roll of 2, for a range of 02-16). If north of the second dotted line shown on the encounter area map, add 4 to the roll (treating modified results of 21 or more as a roll of 20, for

a range of 06-20).

Roll	Encounter
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2	Drow scouting party
3	Demon, type I (1-4)
4	Huge spiders (3-9)
5	Giant slug
6	Air Elementals (8 HD) (1-6)
7	Subterranean Lizards (1-6)
8	Gray Ooze (1 or 2-4)
9	Wind walkers (1-3)
10	Invisible Stalkers (1-4)
11	Air Elementals (12 HD) (1-6)
12	Stirges (4-24)
13	Aerial Servant
14	Skeletal Peryton
15	Shadows (3-18)
16	Air Elementals (8 HD) (1-6)
17	Wraiths (1-8 or 2-12)
18	Gas Spore
19	Ghost (1 or 1-3)
20	Sylph

Unless specific hit point values are listed in the wandering monster description, roll hit points randomly at the beginning of the encounter.

Aerial servant: Brought unwillingly to the Material Plane and driven half-mad by its confinement in the 'normal' plane of existence, any aerial servant who encounter the party will attack on sight, fighting until destroyed. Perhaps fortunately, these beings travel alone within the Chasm, and are not so intelligent as to attempt to grapple with adventurers in most circumstances.

The forceful presentation of a holy symbol (in the same matter that a cleric would turn the undead, or a righteous soul ward off a vampire) gives a 10% chance of staying the wrath of an aerial servant. If successful, the aerial servant considers the bearer a powerful cleric and sees in such a chance to return home. The aerial servant will break off its attacks and refuse to further damage the party. However, it will immediately attempt to seize the character it has identified as a priest and carry that being into the sky! Once airborne, the servant will blindly attempt to seek out an elemental vortex. If it locates one, either through chance or with the assistance of its passenger, it will pass through at top speed carrying its abductee with it to the Elemental Plane of Air. If an elemental vortex is not located within one hour, the aerial servant will drop its abductee (for a probable 20d6 damage) and depart in a rage.

Air Elementals: Present by random happenstance, they barely recognize as living beings any adventurers they encounter. 80% of the time, one of the air elementals will be in whirlwind form and "buzz" the party on initial encounter. If the party attacks the elementals in response to this

provocation they will fight with a will, but if the party does not initially react with hostility the elementals will depart without causing further mischief.

Demons, Type I: The demons are either in service to the drow, or travel the chasm for their own malicious pleasure. In either case, they will likely be cruel, vicious, and inclined to attack party members on sight. A flock of 1-4 of these foul creatures will appear at any one time. They will use their flight abilities to strike at adventurers from behind or above, or their magical abilities to attempt to force enemies off a cliff edge. These demons receive the same penalties to physical attacks and ground movement as the adventurers, though it is very unlikely that they will remain landbound for sufficient time as to suffer the latter penalty. Note that the demons' senses do allow them to detect elemental vortices, and, if the chance permits, they will attempt to goad or trick flying characters through one of these strange gates!

Drow scouting party: House Noquar of the dark city of Erelhei-Cinlu, and more specifically to the priestess Chariness (qv) of that house, has sent this scouting party. They are exploring the more southern reaches of the Chasm as part of their mistress's plots. They will not seek to enter combat with adventurers unless pressed, or unless they have reason to believe the party is already openly hostile to House Noquar or to drow in general.

The drow can provide much detail about life in Erelhei-Cinlu, and even some details of factional politics between the great Houses and merchant clans of the city, but will not do so without the aid of powerful magics. Even then, the target receives a save at +4 to resist speaking of any such matters – this applies both to effects which would compel the will (such as **charm person**) and spells which reveal the target's thoughts (**ESP**, etc).

5-10 male first level fighters appear in the patrol (AC 1 from **drow +1 chain mail**, **drow +1 buckler**, +1 for 15 Dexterity; H.P.: 8 each;) each armed with a **drow +1 short sword**, atlatl and six poisoned javelins (9" range, +1/+2/+3 to hit at short/medium/long range, 2-7 H.P. damage and save vs. poison at -4 or sleep for 3-12 turns; a character affected by venom and within 5' of a cliff edge must save against death ray at +2 or topple over the side) and able to use **dancing lights**, **darkness**, and **faerie fire** each once per day, as a 2nd level caster. The drow are not experienced in fighting within the Chasm, and so suffer the same penalties to hit and movement as does the party. They are commanded by a male fighter/magic user of 4th/3rd level (AC -1 from **drow +2 chain mail**, **drow +1 buckler**, +2 for dexterity of 16; H.P.: 18) armed with a **drow +2 short sword** and **drow +2 dagger**, and the ability to use the following spells:

First Level: **dancing lights; darkness; detect magic;**
 faerie fire; feather fall; magic missile

Second Level: **know alignment; levitate; web**

If this encounter is rolled more than once, it is to the Dungeon Master's discretion whether the same group is encountered a second time, or whether the party has met a different patrol dispatched by House Noquar. This decision may seem somewhat obvious if the first drow scouting party was utterly destroyed, but consider – the drow have only limited forces (and a limited interest) in this area, and so cannot afford to dispatch many patrols. If three or more patrols have been encountered, or the adventurers have attacked the drow outpost at location 3, any further encounter results of this type should be replaced by Demon (Type I) as listed above, to represent the greater number of fiendish servants summoned by Chariness Noquar to trouble those who interfere with her plans!

Gas spores: Drifted loose from their nest in location 22, they wander aimlessly on the winds until encountered by some other living being (rarely) or impacting against the chasm wall with sufficient force to rupture (often). The effect of the winds of the Chasm upon missile fire

makes these creatures arguably more dangerous. However, if left unmolested for two rounds after the encounter begins, there is a 75% chance that shifting winds will carry any gas spore swiftly away from the party, removing any chance of danger. Only one gas spore will be encountered at a time as a wandering monster.

Ghosts: These undead seek to prevent adventurers and the curious from exploring the northern stretches of the Chasm of Deadly Breath, and will employ their formidable array of powers and abilities towards this end. If outnumbered by their opponents, wandering ghosts will not attempt to force targets affected by their **magic jar** off the sides of cliffs, but will instead simply have their victims hang back, in hopes that their comrades will not seek to advance further. Ghosts encountered as wandering monsters appear singly in the central section of the encounter area, in groups of 1-3 if met north of the second dotted line on the encounter area map.

Giant slugs: These mollusks can both crawl over solid ground and, with difficulty, cling to walls at a movement rate of 3". They thus pose a danger to almost all other creatures within the Chasm. Because of the high winds, the range of their acidic spit is limited to 6", maximum, while in the encounter area and chances to hit are only 70% if the target is within 1", with a -10% penalty for every additional 1" of range. However, if the slug attempts to spit at targets at 4" or greater, the wind will sufficiently spread the acid to spatter all characters within 1" of the intended target, attacking each for 1-8 hit points of damage. Only a single giant slug will be encountered at a time.

Gray ooze: These puddle on the floors of walkways or cling to walls, hoping that prey will step into its clutches. If characters flee from a gray ooze, it will generally not attempt to pursue. There is a 50% chance that any encounter with gray ooze will be with but a single specimen, a 50% chance that two to four oozes will be encountered at any one time.

Huge spiders: These spiders hunt in packs of 3-9 (roll 2d4+1) and either charge openly at their prey or conceal themselves within cracks in the wall until their prey is within striking distance, at the discretion of the Dungeon Master. Characters who boast of their victories over such monsters will likely be viewed with disdain by the drow of House Noquar.

Invisible stalkers: These aerial beings are only 20% likely to be hostile, otherwise viewing the party as an opportunity for harmless mischief – filching loose items from adventurers, yanking on hair or sword scabbards, shoving and jostling, etc. Such pranks will generally not be intended to cause serious harm, however, and if a character does come to a bad end through such mischievous acts the stalkers are likely to flee in remorse.

If the party detects the presence of a group of invisible stalkers looking for fun and responds with hostility, the chance for future groups of stalkers to be hostile increases by +20% (cumulative for each encounter handled in this way). Within the Chasm, invisible stalkers appear in groups of 1-4.

Shadows: Traveling in packs of 3-18, they attack any living being on sight and fight until destroyed. Shadows suffer the same penalties to movement and attacks as the adventurers.

Skeletal perytons: Created by the lich Alphaios (qv), these things soar through the Chasm looking to shed blood and spread destruction. Like skeletons, these foul creatures take only one-half damage from sharp or edged weapons, are immune to **sleep**, **charm**, **hold**, and cold-based spells and effects, and take 2-8 H.P. of damage if struck by a vial of holy water. They are treated as perytons in all other respects. Skeletal perytons may be turned as wights.

Stirges: Stirges move in flocks of 4-24. The high winds of the Chasm, combined with their small size and general fragility, reduces their maximum flight speed to 12".

Subterranean lizards: Packs of 1-6 lizards often seek to attack prey from below, running sideways along the wall of the Chasm beneath its lip until closing to within melee distance. Because of this attack mode, they achieve surprise on a roll of 1-3 on a six-sided die. One encounter in four will be with lizards that possess functional glide-flaps between fore and hind legs, and so can ride the winds of the Chasm at a flight move of 6".

Sylphs: From location 20, they wander the Chasm in search of beings of good heart who can help them deal with the undead masters of this place. They will be encountered singly outside of their lair, remaining constantly **invisible** unless they choose to parley or they are attacked. If the party seems valiant and good at heart, they may be guided to the sylphs' refuge and asked to either confront the lich Alphaios (qv) or the denizens of the Baleful Heart (also qv).

Wind walkers: These creatures appear in groups of 1-3. The force of their blows is somewhat blunted within the Chasm of Deadly Breath, inflicting only 3-8 hit points of damage, but characters affected must, in addition, make saving throws versus death ray or be swept over the edge of the chasm. They will trouble the characters for 2-5 rounds only, departing after that time if not defeated first.

Wraiths: These undead will attack any living being they encounter on sight, fighting until victorious or dead. They suffer the same penalties to movement and attacks as the party. 1-8 will be present in the central section of the encounter area, 2-12 in the northern section.

1. **SHATTERED TUNNEL:** At this location, the passage around the edge of the Chasm cuts away from the edge for a short ways, with solid rock walls on both sides shielding travelers from any sudden drop. The chance to get away from the sheer cliff-face should be welcome for many characters, but complacency is best avoided – this area has been subtly trapped by the drow of Noquar.

Careful work has been done to subtly weaken the cavern floor, and lace it with powerful magics. As a result, whenever any being steps on a section of floor, or places a heavy weight (more than 50#) on its surface, the immediate area explodes into a spray of razor-sharp edges, which are then thrown about by the winds, wreaking great havoc on all present. The unlucky victim, and any other present within the tunnel, suffer 2d6 damage from this trap; anyone within 2" of the tunnel entrance suffers 1d8 damage.

The drow have provided a way for knowledgeable souls to avoid the trap. A few key areas have been marked with chips of stone, seemingly unremarkable to normal vision, but colored a deep, rich blue to those with ultravision (which the drow possess) where it is safe to step. If the characters can identify these locations, or if a thief can make a full dozen Find/Remove Traps checks in succession, the party can travel down the corridor in safety. Otherwise, each 1" of passage traversed explodes in a new shower of shards, inflicting an extra 2d6 damage on those present when entered.

2. **BANEFUL TOTEM:** The passage widens here into a shallow, open-mouthed cave, bare except for a strange statue or effigy made of some tarry, blackish substance. The statue or effigy seems to be the torso, arms, and skull of some bull-headed creature or devil. The thing will be motionless at first glance, and remain that way if the adventurers keep their distance – but if anyone enters the cave, approaches within 2", or attacks it with missiles or magic, it will animate and attempt to retaliate against the intruders.

Despite its infernal appearance, the creature's actual traits are closest to those of a green slime, admittedly one of 8 Hit Dice (and 38 H.P.) that can strike at up to four targets per round, one attack each, targeting any being within 2". If successfully Turned by a cleric (turns as a spectre), the slime-creature will not attack the cleric making the Turn attempt, but will not recoil or retreat. It will continue

to attack other beings. If successfully destroyed and the remains burned, intrepid explorers will find beneath the thing's body an airtight stone seal that protects a cache of eight pieces of jet (valued at 50 g.p. each) and a **scroll of protection -- magic**.

3. **NOQUAR OUTPOST:** This cave complex has been claimed by drow of the noble House Noquar (see module D3, VAULT OF THE DROW) as a base for exploration of the Chasm of Deadly Breath and, if necessary, battle within it. The drow here are present on a mission of some secrecy, and would react with alarm to any thought that an outsider might be able to reveal their presence to others within the city of Erelhei-Cinlu. They are thus not likely to react with goodwill towards any party of adventurers, regardless of the group's exploits or allegiances.

The ultimate leader of these drow is the priestess Chariness Noquar, a high noble of her house who seeks to uncover the secrets of the Chasm of Deadly Breath and bind its powers to the service of her family (and, ultimately, herself). Chariness knows something of the existence of the Baleful Heart (see location 24), and has met with the lich Alphaios (qv). She has convinced this dread being that the threat to his dominion is the work of servants of the Elder Elemental God – though whether such a claim is actually true remains to the Dungeon Master's discretion.

Chariness has, though, promised the lich the aid of her House in ridding the Chasm of the Baleful Heart, in return for the lich's aid against House Eilservs and its mistress, Eclavdra. The plots of Chariness are slow-moving and nowhere near completion, however, and so prompt action by the player characters may disrupt them.

Chariness will not be present at the Noquar outpost when the adventurers first arrive. The Dungeon Master may decide whether she is encountered elsewhere in the Chasm seeking to further her schemes, learns of the adventurers' presence in the encounter area and travels to the outpost after their initial visit, or remains in the city of Erelhei-Cinlu to be encountered later. In any event, if the party breaks the power of the Baleful Heart, they will earn Chariness's eternal enmity, for with its destruction, she loses any influence she once possessed with the lich Alphaios.

Chariness Noquar – 6th level fighter/6th level cleric; AC –7 (**drow chain mail +4, drow buckler +4**, +3 for a 17 dexterity); H.P.: 42; receives a +3 to saves against mental attacks due to high Wisdom; armed with **drow +3 mace**, hand crossbow with 10 poisoned bolts, and **death lance** (as module D3, VAULT OF THE DROW; on a successful attack, discharges for 3-12 hit points of damage in addition to normal spear damage and forces a save vs. poison or else drains 1-4 levels of experience; 6 charges); carries a **wand of magic missiles** (24 charges) and two **potions of flying**. Spells are as follows (those innate to the drow denoted with a *):

First Level: **command**; **cure light wounds** (x2); **dancing lights***; **darkness***; **detect magic***; **faerie fire***; **protection from good**; **sanctuary**

Second Level: **augury**; **find traps**; **hold person** (x2); **know alignment***; **levitate***; **speak with animals**

Third Level: **clairvoyance***; **dispel magic***; **feign death**; **locate object**; **speak with dead**

Fourth Level: **detect lie***

The main cavern, marked 'a', serves as both a guard post and a

resting place for the common warriors. 8 male fighters of 2nd level reside here (AC 1 from **drow chain mail +1**, **drow buckler +1**, +1 for dexterity of 15; H.P.: 12 each,) and armed with **drow +1 dagger**, **drow +1 short sword**, atlatl with three javelins tipped with sleep venom. This location, as well as caves deeper within the Noquar outpost, have been magically shielded from the winds of the Chasm – there is no penalty to movement, missile fire or attacks for either drow or player character combatants.

Caves 'b' and 'c' each house 6 female fighters of the 3rd level of ability (AC 0 from **drow chain mail +1**, **drow buckler +1**, +2 for dexterity of 16; H.P.: 17 each,) and armed with **drow+1 dagger**, **drow+2 short sword**, hand crossbow with 10 poisoned bolts. Their leader (one per cave) is a female fighter/cleric 3rd/3rd (AC –1 from **drow chain mail +2**, **drow buckler +2**, +1 for dexterity of 15; 15 H.P.) armed with **drow +1 mace** and hand crossbow with 10 poisoned bolts, carrying a potion of climbing, able to use the following spells (those innate to the drow denoted with a *):

First Level:	cure light wounds; dancing lights*; darkness*, detect good; faerie fire*
Second Level:	silence, 15' radius
Third Level:	clairvoyance*; dispel magic*
Fourth Level:	detect lie*

Cave 'd' is the home of Kazithess, a capable drow warlock of common blood. He has been recruited to the schemes of Chariness with a promise of membership within House Noquar, and an eventual place as her consort when she achieves rulership over the House. Though Kazithess is too cunning and treacherous to take the lovely Chariness at her bare word, he still considers cooperation with her aims to be more profitable than opposition. He commands the outpost in her name. Kazithess is loyal more to his own skin than his mistress's plots, however, and will not hesitate to abandon the lair if defeat appears certain.

It is possible that Kazithess might be tempted to abandon the Noquars in return for actual, real power – access to spellbooks with high-level spells, for instance, or gifts of powerful magical items. Even if such a deal is struck, however, Kazithess remains loyal solely to himself, and if given the opportunity will most likely betray his newfound friends to Chariness or to others among the drow, executing an elaborate triple-cross.

Kazithess - 4th level fighter/8th level mage; AC –5 (**drow chain mail +1**, **drow buckler +2**, **ring of protection +2**, +4 from Dexterity of 18); H.P.: 32; armed with **drow dagger +1**, **staff of striking** with 18 charges, hand crossbow with 10 poisoned bolts; carries **potions of extra-healing** and **invisibility**; can use the following spells (those innate to the drow denoted with a *):

First Level:	burning hands; dancing lights*; darkness*; detect magic*; faerie fire*; feather fall; magic missile; unseen servant
Second Level:	know alignment*; levitate*; mirror image; stinking cloud; wizard lock
Third Level:	haste; protection from normal missiles; tongues
Fourth Level:	charm monster; polymorph self

The cave marked as 'e' serves as a storeroom and fallback point for

the drow; it is normally unoccupied, but contains a few items that they may draw upon as needed. Foremost among these is a **folding boat**, collapsed to appear as a small box or chest; a double-strength **fire trap**, inflicting 2d4+16 damage. If triggered, has been inscribed upon the lid. Three small casks of drow sleep poison are also here, each containing sufficient venom to coat fifty crossbow bolts or twenty larger weapons. However, a special ritual known only to the drow clerics is needed to keep these casks sealed and fresh, and if not incanted every twenty four hours the contents of the casks decay into uselessness. Large supplies of mundane goods – foodstuffs, rope, nonmagical cloaks and garb, and similar, which may be of use to the characters, are also kept here. Finally, a delicate bronze bracelet inscribed with the sigil of a nightmare's head may be located here, if the adventurers search carefully – this is a device of House Noquar, and may (if displayed) serve to placate their allies within the city of Erelhei-Cinlu.

4. **LAIR OF THE LURKER ABOVE:** The floor within this grotto is rarely flat. It shifts into inclines of up to 45 degrees at times and breaks into step-like shelves, with distances of 2' to 3' between each shelf. Observant characters will notice that while small rats, sightless bugs, and similar vermin are present in this location, few larger creatures are present.

The reason for such prudence is the creature that lies in wait for any passerby – a very old, and very large, lurker above with a full 75 hit points. It has been very successful in its predations over the past several years, so successful, in fact, that it can no longer emerge into the main part of the Chasm to hunt (for the high winds would blow its monstrously-sized form away). Instead, it must remain here, consuming what it can trap. If blasted by a **gust of wind** spell or similar effect, this creature is 75% likely to unfold itself from its prey and withdraw from combat for a period of 1-4 rounds; if the party uses this opportunity to retreat from battle, the lurker above will not pursue.

5. **SPIDER'S BURROW:** This maze of tunnels and cul-de-sacs is lined on all sides with filmy and sticky cobweb, such that any observant adventurer will instantly guess what sorts of creatures await. A total of thirteen giant spiders (H.P.: 28, 26, 25, 23, 23, 22, 21, 19, 19, 18, 18, 16, 14), as well as twenty huge spiders (H.P.: 10 each), lie in wait for any who dare venture here. They will not attack all at once, but instead in groups of 3-8. They cling to ceilings and hide within webbed-over side tunnels whenever possible, until their prey has passed and they can strike from behind with surprise. In such a situation, even giant spiders attack with surprise on a roll of 1-3 on 1d6.

If the entirety of the lair is cleared of foes and the area searched, there is a 1 in 8 chance per turn of uncovering some portion of the spiders' treasure. Five treasures in total are present, but only one may be found with each successful roll to search. The treasures include a total of three matched bracelets, crafted from silver and inlaid with chips of tourmaline, valued at 500 g.p. each (if all three are found and sold as a set, the total value increases to 2,000 g.p.), a small traveling chest of sturdy wood, locked but not trapped, within which is stored 9,200 silver pieces; an airtight ivory scroll case containing a pair of **magic-user scrolls**. One holds the spells **comprehend languages**; **audible glamer**; **dimension door**; and **shatter**; the other **passwall**. If the adventurers take the time to burn out all the webs of the cavern (3 hours' work, requiring much use of torches and lantern oil and sending out a plume of smoke that alerts all intelligent beings within the encounter area to the party's whereabouts), subsequent searches each have a 4 in 8 chance of locating a portion of treasure.

6. **BRIDGE OF DEATH:** Each of these bridges is alike – rickety, fragile-looking constructions of rope and wood slats, looking barely able to support the weight of a single traveler. For all their seeming

weakness, these bridges are actually quite sturdy, and will not, under normal circumstances, snap or shatter during travel. The manner in which they bounce and sway in the wind, however, does reduce safe movement upon them to a maximum of 3" per turn.

Check for wandering monsters as usual while the party is traversing these bridges, however, only those monsters that may fly will engage the party. Treat any other result on the wandering monster table as 'no encounter'. If forced into battle upon the bridge, adventurers must make a saving throw versus wands (adding their Dexterity bonus to attacks, if any, to the total of their roll) if hit in any combat round for 5 or greater points of damage; failure indicates that the character has lost their footing on the bridge, and fallen over the side! If a character is hit more than once during a combat round, only one save per round need be made. Experience awards for battles fought while trapped on a bridge should be increased by 20%, to reflect this added factor of risk.

7. **GARGOYLE GARDEN:** This craggy island sits in the middle of the Chasm, adorned with many odd outcroppings of rock, bizarre abstract statuary, and strange growths of fungi. Its chief inhabitants are a clan of 28 gargoyles (H.P.: 19 each) who rarely depart the isle, preferring instead to practice petty mischiefs and cruelties on one another. They will take the arrival of any adventurers as an opportunity for rare sport, attacking until destroyed, and as a result are avoided by most other denizens of the Chasm.

In addition to the gargoyles themselves, each of the three bridges leading to this isle has one shrieker (H.P.: 14 each) rooting close to its near end. The shriekers will react as per the MM description, alerting the gargoyles to any intruders and rendering surprise impossible. The center of the island features a large, shallow dry pit, in which the gargoyles have piled loot and trophies. Mixed in among the trash and old bones are five giant centipedes (H.P.: 1 each), 9,000 copper pieces, and 2,700 electrum pieces.

The gargoyles have some knowledge of the other locations within the Encounter Area, though they know nothing about the drow of House Noquar (location 3), nor the sylphs and their blink dog allies (locations 18 and 20), nor any matters associated with the Baleful Heart (locations 21-24). They may be tricked or compelled into providing information about other encounter areas, but will lie blatantly or twist the truth if given even half a chance. The one being whose whereabouts these foul creatures will volunteer is that of the kenku at location 10, for they despise his cleverness and facile wit – and even in this situation the gargoyles will happily invent the most vile of crimes to ascribe to their adversary. Under no circumstances will the gargoyles ever willingly speak about the lich Alphasios (location 11).

8. **CLOUD CASTLE:** This large island is ringed by oddly motionless billows of white, puffy cloud, so that one cannot see its base. From afar, it seems almost to be floating on the cloud masses. Further observation makes clear that the island indeed is floating on the cloud masses, with no visible physical support. No bridges lead to this isle. All connections were apparently ripped away by some unknown agency, long ago.

Atop the island itself are seven squat, crudely-built towers, each rising some 100' to 150' high. Each is constructed of nothing more than stone bricks shoddily cut and stacked together in a mostly-circular pattern. The towers are sometimes joined by fungal-bloom overhangs woven together, to make 20' high covered walkways', but just as often they are separated from one another.

Each tower is home to one (50%) or two (50%) cloud giants, whose alignment is inclined towards evil. If one cloud giant is resident in a tower, he is a male with 52 hit points; if two cloud giants are present, one is male and the other is a female (of 46 hit points, fights as a fire

giant). Treasure present in each tower consists of 2,000-8,000 silver pieces; 1,000-3,000 gold pieces; 2d6 gems, each worth 100-400 g.p. in value; and three potions, selected at random. The giants of the different towers each complain bitterly about their neighbors, seeking to gain status and prestige among their kindred, but will band together to combat outsiders in the event of any real bloodshed.

Roaming the fungal scrub surrounding the towers are a four packs of spotted lions (H.P.: 27 each), each with 2-5 members. They avoid the edge of the island, to avoid falling over the side, but otherwise will hunt the party. Any giant can call off a lion pride on the prowl, but will do so rarely – instead preferring the sport of watching their pets hunt the 'small folk'.

One more item remains of note on this island – a massive, coal-blackened cauldron (20' in diameter, fully 15' high at the brim, and well over ten tons in weight) set up over a never-lit firepit built between the towers. Twice per day on command, this cauldron will produce sufficient food to feed 50 man-sized individuals (albeit with a mess of greasy, bloody, gristle-strung meat and bones, unappetizing in the extreme to most civilized palates). It serves as the main form of sustenance for the cloud giants, and the party will earn the giants' eternal enmity should they threaten to steal or destroy it. It saves against the effects of a **rod of cancellation** as a relic.

9. **GATE OF BONES:** This entrance to the Chasm of Deadly Breath is barred, floor to ceiling, by what appears, at first glance, to be a long, ragged wall of yellowed ivory. Closer examination will quickly determine its true, grislier nature – a fortification woven together from bones of all types and sizes and many creatures both humanoid and otherwise. A double gate some 15' wide and high stands open when the adventurers first approach – though likely not for long, as detailed shortly. If checked with spells, the wall will radiate strongly of both evil and magic.

In fact, the entire gate and wall is a unique necromantic construct, self-aware and filled with hatred towards the living. It can sense the life force and alignment of beings that approach it. Any being not of evil alignment approaching the gate causes it to close and bar itself! Neither **invisibility**, nor magical **silence**, nor a thief's skills at stealth can serve to prevent this occurrence, though **misdirection** and other effects which mask alignment will suffice. Once closed, the gate will not reopen of its own accord while any non-evil being is within 6" of it, or for one full turn after this interval.

Attempts to force the gate may, of course, be made, but the intelligence behind its operation resists such efforts. Any method used (such as successful application of exceptional strength, a **knock** spell, etc) has a 50% chance of failure unless a cleric has previously succeeded in a turn undead check, as if against a vampire. In addition, any attempt to force this Gate of Bones will result in the other dread powers it possesses being unleashed. It is capable of invoking any of the following effects:

-Animation of 2d6 skeletons (each of 4 H.P.) per round, as an **animate dead** spell; this ability may be used at will, though only a maximum of 12 skeletons may be active at any one time;

-**Ray of enfeeblement**, 7/day, as a magic-user of the 10th level of experience;

-**Bestow curse**, 3/day, usable against any target within 3" (a touch is not necessary);

-**Stinking cloud** 3/day;

-the Gate of Bones may, 1/week, attempt to force the death of all beings within 6", in a manner similar to a **death spell**; however, there is no Hit Dice limit, and all beings of more than 4 Hit Dice receive a saving throw against the effect, with creatures of 12 levels/Hit Dice or greater being immune in any event. This power will not be invoked unless it appears that the

party is very likely to breach the gate.

It is entirely likely that, once attacked, the party will seek to retaliate in kind, striking at the Gate of Bones with weapons and magic. All attacks made against the Gate automatically hit, with no need to make an attack roll. However, the Gate suffers only 1/4th normal damage from edged weapons, and half normal damage from bludgeoning weapons, fire, lightning, and **magic missiles**. It is completely immune to cold, as well as **charm**, **hold** and **sleep** effects. The Gate of Bones can receive 90 hit points of damage before being destroyed. Once this occurs, its magic will cease to function, all skeletons animated by it will collapse, and further travel in and out of the Chasm of Deadly Breath by this passage will be unrestricted.

10. **HOLEINTHEWALL:** The entrance to this location has been most cleverly concealed, both by glamour and artifice, such that it will only be uncovered by purposeful observation or the use of divination magics. The elven gift for noticing secret doors by happenstance will not suffice in this instance, and even if they should search for it their chances of finding it are no greater than that of anyone else (e.g., 1 in 6). Directly behind the doorway is a pit trap, 90% likely to catch any being entering for 3d6 falling damage.

Those who press on in the face of such initial unpleasantness will find a bedchamber beyond, small, but sparsely and tastefully appointed with bits of homemade furniture and woodcarving artistry. Within this chamber is the master of this location – a kenku of 5 HD by the name of Corvix. He is unusually friendly and straightforward for a member of his race, and, if parleyed with, will be more than willing to trade gossip and tall tales with the party. He can provide a short summary on several of the major players resident close by to his lair – including locations 7-9, 11, and 12 – though some of his information may be out-of-date or otherwise inaccurate at the Dungeon Master's discretion.

Corvix is a traveler and sometime adventurer, stricken by incurable wanderlust and inclined to visit many strange locations on the Prime Material and Elemental planes alike. He arrived in the Chasm of Deadly Breath some months ago, as the result of passage through an errant vortex during his explorations on the Plane of Air, and has proven quite intrigued by this strange underground empire. Holeinthewall, as he calls it, is a place that he established to serve as lair and home base for his explorations within the Chasm and beyond.

Unfortunately for Corvix's wanderlust, he knows of only one exit from the Chasm – the primary passage due east of his lair, which is blocked by the Gate of Bones. This sentinel has to date proven beyond Corvix's ability to outwit, and so he limits his explorations to the (fairly dangerous) confines of the Chasm itself. He is quite interested in finding some way to bypass or force the Gate.

If the adventurers express any sympathy for Corvix's plight, he will likely make to them the following offer – team up with him to destroy the Gate of Bones, and he will reward them with their choice of either magic or service. If the adventurers choose magic, Corvix will gift to them two **magic-user scrolls** (one of **hold portal**; **audible glamer**; **invisibility**, 10' radius; and **dancing lights**; the other of **ESP** and **wizard eye**) and a **net of entrapment**. If service is chosen, Corvix will accompany them to a single encounter area of their choosing, and fight alongside them as a loyal (though not suicidal) hireling, departing once the danger has been overcome. In either event, Corvix will also allow the party to use Holeinthewall as a base of exploration for their own continuing adventures in the Chasm, which may prove helpful (if the party chooses to rest at this location, the Dungeon Master need not check for random encounters).

As a kenku of 5 hit dice, Corvix can cast **magic missile**, **sleep**, and

mirror image each 1/day, as well as become **invisible** at will and **call lightning** 1/day as a druid. He is armed with a **quarterstaff +1**, wears an **amulet of the planes** (which he will readily employ to avoid combat, should he be attacked by the party) and carries with him, in a **pouch holding**, fifteen silver pieces, four platinum pieces, and ten chips of amethyst, each with a value of 50 g.p. Though he has some experience moving about within the Chasm of Deadly Breath, Corvix is not a native and so suffers a –2 penalty on all attacks. Should he survive his adventures with the party in this encounter area, Corvix may show up again elsewhere – within the underworld or beyond it – as the Dungeon Master sees fit, with many more exciting tales to tell.

11. **TOWER OF ALPHAIOS:** This island in the middle of the chasm is grim and forbidding, being stripped completely bare of any kind of life. A viscous black mist seems rise from the very stones themselves, reducing the range of normal vision and infravision to but 6" and also producing mild nausea in those who stay for too long. For each hour spent on the island, characters must save against poison or suffer a –2 penalty to Armor Class and increase the casting time of all spells by 50% (minimum of two segments added to casting times).

The only structure on this island is the tower of the lich Alphaios. Windowless and made of ebon-black marble blocks, seemingly unmarked by hammer or chisel and set together without need for mortar, it is impressively elegant and yet intimidating and dire. The only entrance, an iron slab engraved with alien sigils, is set into the wall without doorknob, hinge or knocker, but will open soundlessly with application of a **knock** spell or invocation of the command phrase ("Death comes to all, whether they will it or no").

The master of this tower, Alphaios, is a lich of great ability, able to cast spells as a 21st level magic-user. His dark interests in magics of elemental wind are what lead to the creation of the Chasm of Deadly Breath and the presence of many of the creatures that dwell within this place. He has spent many decades continuing his studies and toying with the other inhabitants of the area.

Recently, though (as the undead measure time), Alphaios's control over the Chasm has been threatened by other forces, which have created the Baleful Heart to the northwest and bid fair to overturn his dominion, using the magics and creatures of the Chasm to further their own dark ends. The war between these powers is subtle and slow-moving, but no less deadly for all that. Alphaios has begun to build alliances with the drow priestess Chariness Noquars (qv) and other beings of fell portent to support his efforts against his foe.

Though such matters are likely of little direct concern to the adventurers or their travels, knowledge of the struggle in this place might help to guide their actions. To begin with, the situation that Alphaios finds himself in means that he is unlikely to enter as fully into battle with any group of interlopers as he once might have; even should he prove victorious, he cannot afford to spend too much of his strength against an enemy of secondary importance. Likewise, the adventurers might even manage to make some sort of pact with the lich against a common foe. While it is difficult to describe any being as more absolutely evil than the ancient Alphaios, the force behind the Baleful Heart is more likely to pose a threat to goodness and weal in the characters' lifetime, and an alliance against it might be seen as reasonable even to devoted servants of Good.

Alphaios may be encountered between the 3rd and 7th floor of his tower, as the Dungeon Master chooses, but is only 1% likely not to be present in the tower when the player characters arrive (in such an event he returns 1-4 turns after their first entrance). He will generally await visiting adventurers within the tower proper, but may emerge to do battle if their meddling appears truly dangerous (for instance, if they seek to damage the surface of his tower with spells that would deform or destroy rock).

Alphaios (lich) (AC 0; H.P.: 40) carries a **wand of lightning** with 60 charges and wears a **ring of spell storing** able to cast the following cleric spells – **speak with dead**, **detect lie**, **slay living** (x2); able to permanently **fly** (as the magic-user spell); normally prepares the following magic-user spells:

First Level:	comprehend languages; detect magic; shield; Tenser's floating disc; unseen servant
Second Level:	detect invisibility; knock; locate object; mirror image; web
Third Level:	dispel magic (x2); fireball; protection from normal missiles; slow
Fourth Level:	charm monster; dimension door; fire shield; Rary's mnemonic enhancer; wall of ice
Fifth Level:	cone of cold; conjure elemental; feeblemind; telekinesis; wall of force
Sixth Level:	flesh to stone; geas; invisible stalker; project image
Seventh Level:	Bigby's grasping hand; limited wish; monster summoning V; power word, stun
Eighth Level:	maze; mind blank; symbol; trap the soul
Ninth Level:	monster summoning VII; time stop

The first level of the tower serves as a deterrent to the unwary. It has been divided into a maze of twisting and turning passages, none wider than 5'. Furthermore, it is filled with a **cloudkill** effect of permanent duration, which will not exit the tower doors, but instead remains bound within. Additionally, eight wights (H.P.: 25, 23, 22, 22, 19, 18, 16) lurk within the maze at various points, and will seek to ambush characters as they explore. Because of the **cloudkill** vapors and the silence of their passage, these creatures surprise on a roll of 1-4 on 1d6. This level of the tower, and all others save the topmost, have been warded against the winds, and so penalties to attacks and thief abilities do not apply. A staircase at the rear leads up to the second level.

The tower's second level is a trap for the greedy and short-sighted. It appears at first glance to be a rich treasure house, filled from floor to ceiling with chests overflowing with silver, gold and jewels; but when removed from the tower, the gold turns to lead, the silver to ash, and the gemstones are revealed to be cheap pebbles. Only four items here are not dross, and three are cursed; they are an **amulet of inescapable location**, a **chime of hunger**, a **jewel of attacks**, and finally a **talisman of pure good** with three charges remaining. (The presence of the last is the lich's warped sense of humor at work; the **talisman** is neither of any use to him nor any direct threat, and he is aware that most beings removing it from this treasury will consider it worthless or cursed when the illusion is revealed, and so discard it as quickly as feasible.)

The stairs leading further up from the second level are masked by a powerful **illusion**, which cannot, without deliberate forethought, be pierced by any being of less than a 24 Intelligence. Even then a saving throw versus spells must be made to see through the **illusion**. Any individual who has attempted to claim treasure from the second floor suffers a –8 penalty on their save, for they are complicit in the **illusion**!

The third and fourth floors of this tower consist of Alphaios's library – many shelves of books, scrolls, and other strange items used to store knowledge, gathered over many centuries and from many planes of existence. Browsing through the collected works can prove hazardous, for many of the subjects of study go beyond mere unpleasantness and several of the stranger artifacts here impart their information in a manner distinctly alien to human thought. As a result, any living creature seeking to peruse the contents of this library has a base 25% per turn spent at the endeavor to be struck dumb, as if by the **feeblemind** spell, unless a saving throw versus spells is made; use all saving throw adjustments as normal except members of the fighter or rogue classes suffer a –2 penalty to saves and any being of good alignment suffers a –4 penalty on top of adjustment for character class. This effect, unlike the spell, is temporary, lasting only 24 hours. It may be cured by application of **heal**, **remove curse**, **restoration**, or **wish**.

Alphaios's laboratory can be found on the tower's fifth floor, lined with tubes and beakers filled with strange gasses, unusual apparatuses, and machinery of uncertain origin and purpose. Some of the substances found here are magical, but many are dangerous. If sampled, roll d% for the result – 01-50 no effect, 51-80 poisonous (as a potion of **poison**), 81-00 acts as a random potion. Substances thus selected cannot be tasted or sampled. Their gaseous nature means that they must be consumed immediately, or else they dissipate and are lost.

The sixth floor of the tower is divided into two separate chambers. The smaller of the two is furnished as 'personal quarters' with a bed, dresser, chest for personal items, etc. It is rarely visited or used, and a fine shroud of dust has slowly built up over the surfaces here. The other chamber is used as a prison, as needed, though there are no dividing walls. Alphaios prefers to use such spells as **wall of force** or **prismatic sphere** to craft individual cells when needed, and likewise will use such effects as **feeblemind** to restrict the actions of captives. At present, only one such cell has been created, and is used to imprison fifteen larvae (H.P.: 3 each) kept here by the lich for sustenance. Should the adventurers prove troublesome, though, more can certainly be created!

The seventh level of the tower is used for the summoning of dark and fiendish beings and is seemingly bare, save for a 4' high, ornate silver mirror (value 5,000 g.p.) set against one wall and an engraved thaumaturgical circle, usable for such spells as **cacodemon**, upon the floor. The circle is just what it seems, and has no inherent traps or special power inherent in it. The mirror, though, has been ensorcelled to serve as a scrying link to the Lower Planes, and, if so much as touched, is 20% likely to attract the attention of one or another beings from those dread lands, who may not be able to affect the characters directly, but will certainly attempt to influence them with threats or blandishments. Hidden by a **permanent illusion** is a large chest of black-wrought iron, **wizard locked** and 75% likely to resist **knock** or **dispel magic** spells. It holds 4,000 electrum pieces, 6,000 gold pieces, and eighteen sapphires, each worth 500 g.p.. This represents the bulk of Alphaios's worldly wealth, kept here for purposes of bargaining with the devils, daemons, and other dark powers with whom he sometimes does business.

The eighth and final floor of Alphaios's tower is arguably better described as an oversized parapet, for while it is quite sizeably walled (to 15' high), its top is open to the sky. Dwelling within is a gorgon of incredible size and strength (12 HD, H.P.: 70, strikes for 2-16 damage with its horns) that will attempt to use its breath weapon against any being that flies overhead. Saving throws against its breath weapon are made at –4, and though the beast can only use its breath attack once per turn, the number of such breaths it can use per day is unlimited. It will fight to the death against any intruders. Access from this level to the one below is through a **wizard locked** trapdoor.

12. GRELL DEN: The wind in this chamber is even stronger and less predictable than in other areas of the Chasm of Deadly Breath, requiring beings who enter to take special care in their movements, lest they be thrown off balance. When combat begins, each character or creature has a base 10% chance per round of being unable to take any action, as they are caught off-balance by a sudden gust or gale. Check for each character separately and only after intentions are declared, for spellcasting may be disrupted and single-use magical items lost!

The one occupant of this area is a vicious and bad-tempered grell (H.P.: 19) who once roamed the Chasm freely. It has recently chosen to hide within its lair following an encounter with drow (see location 3) that it only barely managed to escape from alive. It will attack on sight and fight to the death. If wounded by any weapon of drow manufacture, it will go berserk, attacking at +2 to hit and damage but suffering a -4 penalty on armor class and saves.

13. ENCHANTRESS'S GRAVE: This island is the final resting place of an elven princess, of great beauty and noble heritage, once kidnapped by the lich Alphaios for his foul schemes. The torments that she suffered unhinged her mind and spirit, and, following her death, her spirit returned to this island as a groaning spirit (H.P.: 31), of delicate and ethereal beauty. In addition to its other powers, the spirit's appearance will induce fascination in all males of human or elven heritage (no save), resulting in a -2 penalty to initiative as well as a -1 penalty to attack and damage.

The burial shroud of the elf princess herself is of the finest cloth-of-gold, worth 3,000 g.p., and she wears a signet ring worth 1,500 g.p. due to excellence of craftsmanship. If the groaning spirit is laid to rest, this signet ring will acquire the power to grant a single **limited wish**; but if the ring is somehow taken from its resting place while the groaning spirit remains undestroyed, it inflicts **bestow curse** (no saving throw) on whoever holds it.

14. EYE OF THE STORM: This island floats in midair within the Chasm of Deadly Breath, seeming unsupported from above or below. It appears made, not of stone, but of an odd, grayish crystal as hard as steel. Winds upon this island often increase to 100 mph or more, limiting all ground movement to 3" at best, halving flight movement, and making missile fire of any sort impossible. While on this island, random encounters are reduced - they occur only on a roll of 1 on a d12, and, if occurring, are always against 2-5 air elementals, each of 16 Hit Dice.

At the very center of this island, hidden from direct view by surrounding outcroppings of rock-crystal, is a small magical weaving, a mere 1' in diameter, of blue-white light, formed into intricate, overcrossing knots and ropes. This is the visible manifestation of the great magics that power the winds of the Chasm. It is almost impervious to any single power at the adventurers' command - such forces as a **rod of cancellation**, **wand of negation**, or **antimagic shell** will merely suppress its power for 2d4 rounds, after which it will spring back to full life. Even a **wish** will merely cause it to disappear for no more than 1d3 turns.

Continued invocation of spells and effects that create or control earth, stone, or metal may suffice to weaken it, however. If the total number of spell levels cast on the weaving reaches 25, the winds within the cavern drop significantly (to average speeds of 45-50 mph), allowing movement rates of up to three-quarters normal speed, reducing penalties to hear noise and climb walls to -25% each, and lowering penalties to attack rolls to only -2. Chances to encounter a portal to the Elemental Plane of Air are also halved. If a total of 45 spell levels are cast on the weaving, another drop in average windspeed, to but 25 mph, occurs. This results in full, unpenalized movement and use of thief abilities and unrestricted use of missile weapons, though penalties to attack rolls remain.

Finally, if a full 60 spell levels are unleashed against the magical weaving, all winds within the encounter area cease, all portals to Elemental Air are shut, and an uneasy calm settles over the entirety of the Chasm of Deadly Breath. Naturally, such interference in the magics of the area will alert and anger the lich Alphaios.

15. TENTAMORT GAUNTLET: This narrowing in the corridor is lined by no less than six tentamorts (each of H.P.: 19 for main body, 9 for each tentacle), three on each side of the passage. They will wait to attack any group of travelers until as many victims as possible have passed beneath their clutches, and the first is just about to escape their gauntlet; then they strike, each initially focusing on a single target. A party may notice the tentamorts by a successful surprise check at a -1 penalty.
16. DWELLER IN SHADOW: A shadow demon (H.P.: 37) has taken to dwelling in this cave, spying on any who approach and taking what prey it can find. Though not formally aligned with any of the powers or factions dwelling within the Chasm of Deadly Breath, it is aware of the arrival of the drow. It will not lightly act against their interests, for it fears the wrath of their Lower Planes allies and especially that of the Demon Queen Lolth. If the adventurers can display any insignia or markings of a drow house, the shadow demon is 95% likely to seek to avoid combat with them (fleeing combat, should they attempt to attack in kind) and 50% likely to converse and provide information on other locations within the encounter area, should they ask (it has knowledge of locations 15, 19, and 21-23).

The shadow demon's movement is limited to 9" under most circumstances, and it receives a -2 penalty on attacks, as a result of the Chasm's winds. It possesses a flawed black opal usable as a focus for its magic jar attack; this gemstone is worth 300 g.p..

17. BLINK DOG LAIR: These caves are claimed by a pack of seven blink dogs (H.P.: 30, 23, 21, 19, 18, 18, 16) who have come to the Chasm in order to assist and support the efforts of the sylphs (location 20). They are bad-tempered and irritable due to their long stay beneath the earth, far from the sun. They are still mindful of proprieties, and will not attack unless attacked first. If parleyed with by adventurers of good heart, they will urge visitors to contact the sylphs, in order to begin the work of clearing evil from this place. They can also provide much information about the invisible stalkers (see wandering monster listing and location 18), as they often play and roughhouse with these strange beings.
18. PRIZE ALTAR: This island is very rugged, with slimy fungi and loose pebble-scrub constantly underfoot; movement through here is treated as if bramble or scrub. Near to the northern cliffs is an odd effigy, some 12' high and vaguely humanoid (though with features weathered to absolute inscrutability), draped in an odd assortment of golden chain, silver bracelets, blades and scabbards, and other prizes. The invisible stalkers have liberated these things from passersby and taken to this place as trophies. They are very protective of it, and six stalkers of above average hit points (roll 1d4+4 per HD) are constantly present to observe and protect it.

If adventurers show proper respect and appreciation for the statue and its prizes, the invisible stalkers will likely not object to their presence. They may even be allowed to take some of the items present, if something of reasonably equal value is left in its place (roll 1d6+6, multiplying by 10%, for an overall range of 70% - 120%, to get the value of any exchange that would satisfy the invisible stalkers). If their altar is looted or despoiled, however, the stalkers present will attack, and future encounters with invisible stalkers (as wandering monsters) elsewhere in the Chasm will result in such creatures attacking 80% of the time. The other 20% of the time, the invisible stalkers 'merely' use their **invisibility** and stealth to take back what was once theirs.

When the party first arrives at the prize altar, it holds five fripperies with a value of 50 g.p. each; thirteen bits of jewelry, each worth 200 g.p.; eight prizes with a value of 750 g.p. each; a **drow short sword +2** taken from the Noquars (base value of 2,000 g.p., for purposes of making an exchange that satisfies the invisible stalkers); and a **staff of curing** with 11 charges remaining (considered by the invisible stalkers to have a base value of 5,000 g.p.). Other items lost by the party in earlier encounters may also have been brought to this place, as the Dungeon Master chooses, and should those characters reclaim that which formerly belonged to them the stalkers on 'guard duty' will not object.

19. ISLE OF THE BATS: This 'island' is a massive stalactite, hanging from the ceiling of the cavern some 200' above. It has no surface, though a few tunnels wind through its center and several walkways are affixed to the outside by craftsmen now long-departed and forgotten. Its primary dwellers these days are giant bats – some twenty flocks (each with 10-15 members – 1/2 HD each, 3 H.P.) that nest in shallow caves on its outside – and sixteen doombats (H.P.: 27 each; these creatures nest and hunt alone). Though they rarely depart from their 'isle', here the bats are master; few other creatures dare approach.
20. REFUGE OF THE SYLPHS: These caverns are inhabited by a group of six sylphs (H.P.: 19, 17, 16, 15, 12, 11) who consider the existence of the Chasm of Deadly Breath a real danger to the inhabitants of Elemental Air and the balance between good and evil. They have explored much of the Chasm while protected by their invisibility, but lack sufficient power to act against the threats they have discovered. They will likely request that the adventurers attempt to deal with any of the following encounters – the lich Alphaios at location 11; the groaning spirit at location 13; the spell matrix at encounter 14; the shadow demon at location 16; the ghosts at location 21, and the unknown power in the chambers beyond. The sylphs can offer little recompense for such endeavors, though they do possess a **clerical scroll (cure disease; remove curse; and raise dead)** and a **scroll of protection from elementals** that they will offer to any heroes promising to aid them, in furtherance of the cause of good.

If the adventurers should seek to melee against the sylphs, they will unleash battle spells against their tormentors, then turn invisible and flee. All further encounters with air elementals and invisible stalkers will be 100% hostile, unless and until the adventurers find some way to make amends. Each sylph may use 4 first level, 3 second level, 2 third level, and 1 fourth level spell. The spells used by the sylphs should be selected from the following lists:

First Level:	comprehend languages; detect magic; friends; light; magic missile; message; Nystul's magic aura; shield; Tenser's floating disc; ventriloquism
Second Level:	detect evil; forget; locate object; magic mouth; pyrotechnics; rope trick; scare; shatter
Third Level:	clairaudience; dispel magic; lightning bolt; phantasmal force; slow
Fourth Level:	dimension door; ice storm; polymorph other

21. GHOSTLY WATCH: The entrance to this cave is raised slightly above the main body of the chasm, and so commands an excellent view of its surroundings. Attempts to enter unobserved by using thieftly hide in shadows or other non-magical means of concealment will fail. Only a **cloak of elvenkind, invisibility**, or similar will suffice.

Within dwell no less than five ghosts (H.P.: 56, 50, 48, 42, 37) that are the principal caretakers and guardians of the Baleful Heart. While within this chamber, their attacks deal 2-12 hit points damage in addition to aging effects, and they will not be harmed by any form of attack or spell that inflicts fire damage. Normally they will not pursue enemies from this room (though see encounter notes for location 23, below).

A secret niche in the western wall hides the ghosts' treasure – sacks holding 3,600 silver pieces, 4,000 gold pieces, and nine rubies, each valued at 500 g.p.; a **sword +4, defender**; six **arrows of slaying undead**; a **wand of enemy detection** (fully charged); a treasure map (scroll) showing the location of one treasure located elsewhere in the underworld, or elsewhere in the campaign setting at the Dungeon Master's discretion. This location is so cleverly hidden that it can only be found on a roll of 1 on a d12, even for elves. However, if the Baleful Heart is destroyed, the entrance will open of its own accord, revealing the prize within.

22. SPORE NEST: No less than eighteen gas spores (H.P.: 3 each) float here, mostly unaffected by the cavern's winds. A 10% chance per hour exists that one is blown free into the larger area of the Chasm, never to return; however, an additional 1-4 new spores sprout from loose rhizomes spread around this lair, meaning that total numbers remain fairly constant over the long term.

In addition to the gas spores, other threats await the unwary. The floor of this area is coated in yellow mold (which, despite its size, is not intelligent) that will react in its usual manner to any intruder. Many gas spore rhizomes have found their way into cracks and niches in the cave walls and ceilings over the years, and have a 10% per touch to infect the body of a person touching any stone surface in this area, besides the floor. Such infection is fortunately obvious, being manifested as a sudden sharp pain and rapidly spreading rash, but must be cured with magic or result in the same effects as a successful attack from a gas spore.

23. MISTS OF MADNESS: This series of tunnels is filled with a strange, violet, faintly luminescent, mist that smells faintly of rotting meat. It is distasteful, but not dangerous, to breathe – at least not immediately. Any character who spends two or more rounds within the mist must make a saving throw against petrification or else be affected by **confusion**, as the spell, for the duration of the time spent in this area and an additional 2-7 rounds thereafter. There is a base 75% chance that a ghost from location 21 will enter this area to attack interlopers, if that area has not been cleared in an earlier encounter.
24. BALEFUL HEART: Within this place lies a force for great evil – the Baleful Heart, a blackened and misshapen lump of stone. Though its power is subtle and, at the moment, quiescent, it has the potential to summon many foul monsters to this location and slowly corrupt those beings and magics already present in this place, eventually unleashing them in an irresistible wave against the surface world! Dungeon Masters are free to determine the details of any such invasion to suit their own campaigns, if the adventurers choose not to deal with this threat.

In spite of all its dark might, the Baleful Heart is more an engine of greater corruption than a power in its own right, and so has few direct defenses of its own. Heroes who have won past the dangers outside to reach this place may remain here as needed, and even strike at the Baleful Heart with weapons and spells, without fear of being attacked first. However, some impressive defenses and malefic effects do apply:

-The entirety of this cavern has been shrouded in **darkness** of unparalleled potency, blocking all forms of normal vision, infravision and ultravision. Even **continual light** will only serve to counter the darkness, not banish it completely, though once this is done other light sources will serve to brighten the area

normally. Furthermore, any form of magical **light** created or brought within this chamber will be **dispelled** within a period of 1-4 hours.

-All edible foodstuffs and liquids brought within this chamber are spoiled, as if affected by a **putrefy food and water** spell.

-All hirelings, henchmen, and pack beasts of 4 levels/HD or less absolutely refuse to enter the chamber under any circumstances, and will, in fact, attack any being that attempts to force them! Henchmen and hirelings of 5 levels or more can overcome this urge, but must check against morale, once per turn, or flee the area.

-Any character with the ability to cast spells must make a saving throw versus Death Ray on each turn spent within the cave, or lose one spell from memory as if cast (lost to no effect, can be regained normally at next rest). Clerics, druids and paladins save at -4 to the roll.

It is entirely likely that the characters will attempt to destroy the Baleful Heart. Treat it as a monster of A.C. 0 and 120 H.P.; it has no direct means to attack or act (though see below) and is immune to fire, lightning, **disintegration**, and all effects which harm only living creatures. Turn Undead will not affect it, though **dispel magic** will cause 3-18 damage per casting, **anti-magic shell** 3-30 damage for a single round, after which the shell collapses. **Stone to flesh** will make the Heart's effective A.C. 6 for 2d4 rounds, but other spells which affect earth and stone will not harm the Heart, but instead heal it 1 H.P. per spell level! The following effects may be invoked if the adventurers vigorously attack the Baleful Heart:

-If any single attack or spell inflicts 12 hit points or more of damage on the Heart in a single round, an **unholy word** is immediately unleashed, targeting all within 3" (which likely affects all within this location). Furthermore, for each additional 6 points of damage done by the attack beyond the 12-point minimum, increase all effective level/HD ranges on the effects table by 1 (so that an attack or spell causing 18 points of damage result in death for all beings of less than 5 levels/HD, paralyze all beings of 5 to 8+ levels/HD, stun all with 9 to 12+ levels/HD, and deafen beings of 13 levels or greater, for instance). Such effects can potentially be unleashed multiple times in a single round!

-If the Baleful Heart is destroyed (takes more than 120 hit points in damage), an **earthquake** immediately strikes, affecting all within the area equally and beginning a slow collapse of much of the cave complex. The tunnel between locations 22 and 23 immediately fills with tons of fallen rock, becoming impassable. The cavern of the Baleful Heart will itself collapse within 1-3 turns, with the tunnels of the Mists of Madness following some 2-5 turns later. Excavation and further exploration will be next to impossible.

The destruction of the Baleful Heart does permanently banishes any ghosts still present at location 21, as well as all other ghosts, shadows and wraiths elsewhere in the Chasm (treat further wandering monster rolls for creatures of those types as 'no encounter'). All aging inflicted by ghosts within location 21 is undone with the destruction of the Heart, as long as the victim remains alive when the Heart is destroyed. The treasure within location 21 will also be revealed and free to claim, and the adventurers' bravery may win them renown among other heroes or potentates of the campaign setting, if the Dungeon Master wishes such.

THUS CONCLUDES THE WONDERS AND PERILS OF THE CHASM OF DEADLY BREATH WHAT OTHER MARVELS AWAIT WITHIN THE DEPTHS REMAINS YET TO BE TOLD

ENCOUNTER AREA X2/37-38

Realm of the White Goblins by Eldart

Background

Centuries ago, a band of goblins found its way to this enormous cavern, a gigantic dome nearly two miles long and a mile wide. The cavern had nearly everything the goblins needed. Vast amounts of fungi, moss, and lichen grow on the cavern walls at the far west end of the cavern, where a minuscule, yet vital, amount of sunlight reflects down a tiny fissure in the dome overhead. Herds of rothe migrate to the cavern from small tunnels in the northwest to feed on the plant growth and drink from springs in the rock formations of the north wall.

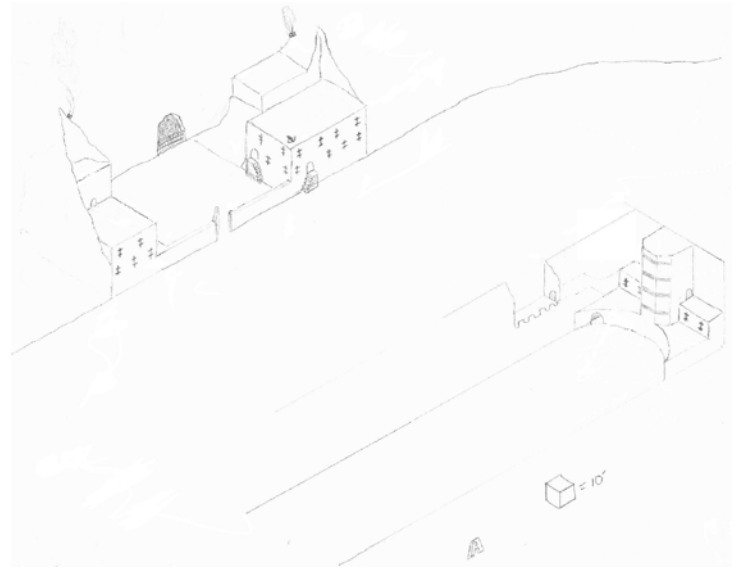
Most of all, the dome provides protection for the goblins. Aside from the small tunnels the rothe use to enter, the great cavern has but two entryways—one to the north and one to the south—both now heavily fortified and guarded gates. The gates are manned by numerous guards buttressed with enough weaponry to deter all but the most determined intruders. But by far the greatest protection comes from the Dome's original inhabitant, the Great Grey Wyrmling, called the Dreadwurm by the goblins. This ancient and powerful beast is fed and groomed by the goblins, and it, in turn, defends those it sees as its servants.

The White Goblins have thrived for centuries under this arrangement, but the Dreadwurm, while still powerful and dangerous, is long past its prime. As a consequence, the goblins have formed an alliance with a tribe of underground hobgoblins known as the Nockrey. The Nockrey have, in many respects, taken over the Dome. They have augmented the goblin defenses with elaborate arrow slits, tunnels, and siege weapons. The most recent hobgoblin king is not only more powerful than others of his kind, but much more wily. While generally considering his own clan superior to all other creatures, rather than maltreating and antagonizing the White Goblins, the King has taken the daughter of their chieftain as a wife. He is also shrewd enough to recruit disaffected hobgoblins from other tribes, including surface-dwellers, rather than killing them, as is customary. Thus, a complex social pecking order has been established in the Dome, with the Nockrey Hobgoblins on top, followed by the White Goblins, other hobgoblins, other goblins, and finally those others that are allowed to remain in the Dome. Some of the White Goblins, their witchdoctor in particular, resent this arrangement and so have sought the aid of infernal powers. The response, known only to the witchdoctor, was a barghest of the highest order who, unlike others of his kind, has insinuated himself among the rank and file of the White Goblins, rather than taking up a leader's position.

The goblinoids keep more than a thousand slaves of various races: dwarves, gnomes, xvarcs, and other small demi-humans/humanoids for skilled labor and orcs, humans (surface and Lerrana), bugbears, and ogres for heavy lifting. Trolls, gnolls, kuo-toa, and jinxkins are tortured and killed for sport. Drow, Duergar, and Svirfneblin are seldom, if ever, found here, as the goblinoids trade with these folk. Of course, the goblinoids do not respect them, and the life of stragglers near the Dome is in peril. Some of high status may be ransomed, while others disappear....

South Gate

The tunnel leading up to the South Gate contains a sentry outpost nestled among rocky outcrops in the tunnel wall. About 320 yards from the end of the tunnel waits a group of 8 hobgoblin sentries. They will strike their large bronze shields, which function like gongs, with their weapons if attacked. Each sentry carries a handful of glowing blue moss, used to signal their comrades, in a pouch, along with 25 g.p. worth of hacked up bits of gold and platinum, which look like bits of wire.



Sentries (8): (AC 5 (with large shield); HD 1+1; 7 H.P. each) Each sentry carries a spear and a falchion.

The end of the tunnel is blocked by a thick granite and concrete wall. Four arrow slits in the wall allow eight goblins, two at each arrow slit, to simultaneously shoot their crossbows while enjoying 90% cover (-10 to AC). A pillbox tower, mounted over a broad iron door, is built into the wall. The pillbox contains four levels, each mounting two ballistae. The platforms allow the ballista crews, and other archers near them, to fire with 75% cover (-7 to AC). Anyone or anything approaching the gates will be shot at by the guards, unless they make the secret sign with the blue moss, which is visible at 240 yards. The iron doors cover a sturdy metal portcullis and are kept shut at all times. Beyond the portcullis is a short passage that travels through the wall and ends in another portcullis and iron door combination. The Nockrey King's personal guard stands watch over each portcullis. They will either hurl jugs filled with flaming oil (2-12 H.P. damage) at anyone caught between the portcullises in the entry tunnels or attack with their polearms should intruders only get through the iron doors.

King's Guards (10): (AC 3 (plate mail); HD 3+1; 16 H.P. each; +2 damage due to size and strength) Each guardsman wields glaive-guisarme, hand axe, and dagger.

The pillbox has four levels, each accessible by ladder. On each level are two ballistae, each manned by five goblins, four firing the ballista and one "spotting" for it. 44 javelins, 40 regular and 4 specials, are bundled next to each ballista. Because of the construction of the pillbox, the ballistae operators can not aim the ballistae, but instead rely on another to be the "spotter." Use the THACO of the Spotter to resolve attack rolls. Several crossbow-wielding goblins and hobgoblins are on each level. The arrow slits on each level of the pillbox tower are worked by two goblin and two hobgoblin crossbowmen, the latter of whom rotate when they shoot. Therefore, two light crossbow bolts and one heavy crossbow bolt are shot from each slit every round.

Thus, on each level are:

BALLISTA # 1: Hobgoblin Serjeant/ Spotter (AC 4; HD 2+1; 11 H.P.) armed with falchion and spear.
4 Hobgoblins (AC 6; HD 1+1; 6 H.P. each) armed with

falchion and spear.

BALLISTA #2: Goblin Sub-Leader/ Spotter (AC 6; HD 1+1; 6 H.P.) armed with morning star and javelin.
4 Goblins (AC 6; HD 1-1; 4 H.P. each) armed with short sword and javelin.

ARCHERS: 4 Goblins (AC 6; HD 1-1; 4 H.P. each) armed with hand axe and light crossbow with 20 bolts.
4 Hobgoblins (AC 6; HD 1+1; 6 H.P. each) armed with footman's mace and heavy crossbow with 20 bolts, 4 acidic poison bolts.

NOTE: All goblins and hobgoblins armed with crossbows (heavy or light) have the ability to take "aimed" shots (+2 to hit and damage, but forfeiting initiative) with their weapons. Leader types have 4 special bolts coated with a vile fluid (saliva from the Dreadwurm) that inflicts an extra 1d6 H.P. of acidic poison damage. Each ballista is equipped with 4 such missiles that inflict 2d6 H.P. damage from acidic poison, in addition to normal damage from the missile itself.

Should attackers make it through the hail of bolts from the defenders, groups of goblin skirmishers are perched on hidden ledges to either side of the tunnel. They will rain darts and flaming oil from above on attackers at the wall and iron doors. The ledges, due to their cunning construction, look like featureless sections of the wall from the tunnel floor. Unless the party members specifically state they are watching the upper tunnel walls, the goblin skirmishers will automatically gain initiative. The goblin skirmishers are even divided on each side of the tunnel.

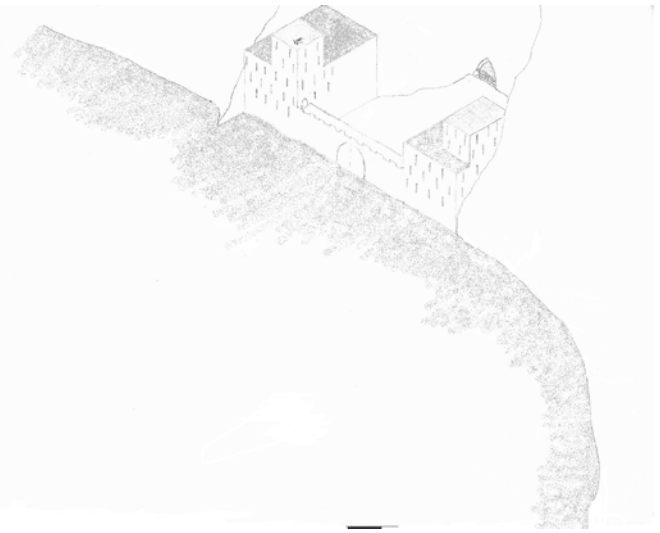
Skirmishers (18): (AC 5 with large shield; HD 1; 5 H.P. each) Each armed with 15 darts (6 clamped inside shield, 3 carried in hand, six in belt), club, **Drow Dagger +1**, and 1 oil flask.

Should the wall be breached, alarms will ring throughout the Dome, and its inhabitants will move at once to destroy the intruders.

North Gate

One hundred and thirty feet before the North Gate, a ditch is carved into the floor. It is carefully concealed to look like the floor of the tunnel. The ditch is 10' deep and lined with metal spikes. Anyone who falls into the trap will suffer 2-12 H.P. damage from the fall and the spikes and also be stunned for 1-2 rounds. Anyone running towards the ditch will have no chance of discovering the trap and will take double damage, including being stunned for 3-4 rounds. The ditch is angled in such a way as to allow the crossbowmen and artilleryists in the North Gate to fire without obstruction down at anyone caught in the ditch. Those who fall in the ditch have no cover.

A granite stronghold carved into the tunnel blocks this passage. Seven large firing ports dominate the tunnel, and several smaller arrow slits surround them. A large entry gate, blocked by a portcullis, provides passage through the stronghold. The entry passage contains both a front and rear portcullis. The front portcullis is closed at all times.



Should an intruder be sighted, an alarm will be raised and reinforcements summoned. The reinforcements will unload volleys of bolts at the invader from behind the second portcullis. The ground just past the stronghold is slightly elevated, allowing all goblin archers have clear shooting lanes at the gates. Should the first gate be breached, the goblins will make aimed shots to draw the intruders up to the second portcullis. At this point, goblins within the stronghold will trigger a most lethal trap. A huge granite slab will pivot and slam with tremendous force onto anyone within the entry passage. Any creature caught between the two portcullises in the passageway must roll its movement rate or lower on a d20 (reaction adjustments for high Dexterity apply) or be crushed to pulp.

Seven ballistae manned by goblin and hobgoblin crews sit behind the firing ports. The firing ports provide 90% cover, a -10 bonus to AC, to all crew members. Six of the ballistae are the same as those described at the South Gate, but the seventh is crewed by five goblin leaders.

BALLISTA #7: Goblin Leader/ Spotter (AC 2; HD 2; 9 H.P.) armed with footman's pick and javelin and wearing **Drow Chainmail +1** and **Drow Buckler +1**.
4 Goblin Leaders (AC 2; HD 2; 9 H.P. each) armed with footman's pick and javelin and wearing **Drow Chainmail +1** and **Drow Buckler +1**.

Two hobgoblins, armed with heavy crossbows and carrying 20 regular bolts and 2 acidic poison bolts, stand at each firing port. They shoot while each ballista is reloading. The ballista crews stagger their attacks, with only half shooting each round.

Hobgoblins (14): (AC 6; HD 1+1; 6 H.P. each) Each armed with heavy crossbow, with 20 regular bolts and 2 acidic poison bolts, and footman's mace.

The lower arrow slits each protect two regular goblins. The arrow slits provide 90% cover, a -10 bonus to AC, to the goblins. Both crossbowmen can simultaneously shoot through the arrow slit. Like their larger comrades, they each have 20 normal bolts, plus 2 bolts covered in acidic poison.

Goblins (14): (AC 6; HD 1-1; 4 H.P. each) Each armed with light crossbow, with 20 normal bolts, plus 2 bolts covered in acidic poison, club, and dagger.

A platoon of 64 goblins, 60 regular goblins, two sub-leaders, a shaman, and a leader, are always nearby to respond to an alarm. They will arrive in 1-2 rounds, taking up positions near the entry gate. Twenty of these goblins are armed with crossbows and clubs as above. The other 40 are equipped with spears, large shields, 9 darts (clamped on the insides of

their shields), and short swords. They are quite disciplined, and, after launching three volleys of darts, will form a shield wall in front of the archers. The shield wall provides -4 to AC, but the goblins forming the shield wall are unable to attack. The two sub-leaders will each hurl small jars of acid, each causing 2-8 H.P. damage, and then their javelins, which are coated with the same acidic venom as the ballista bolts. Note the goblins will take up positions allowing them to fire through the portcullises at intruders. The goblins who garrison this entryway carry among them about 1,000 g.p. worth of gold and platinum wire.

Goblin Archers (20): (AC 6; HD 1-1; 4 H.P. each) Each armed with light crossbow, with 20 normal bolts and 2 bolts covered in acidic poison, club, and dagger.

Goblin Spearmen (40): (AC 5 with shield; HD 1-1; 4 H.P. each) Each armed with spear, 9 darts, and short sword.

Sub-Leaders (2): (AC 5 with shield; HD 1+1; 6 H.P. each) Each armed with footman's pick, 3 jars of acid, and 3 javelins.

Leader: (AC 4 (**Drow Chainmail +1**); HD 2; 9 H.P.) He is armed with a **battle axe +1** and 2 jars of oil.

Shaman: (AC 5 (Bracers of AC 5); HD ; H.P.) He is armed with a **club +1** and a **Drow Dagger +3**.

NOTE: All goblins and hobgoblins armed with crossbows (heavy or light) have the ability to take "aimed" shots (+2 to hit and damage, but forfeiting initiative) with their weapons.

Goblin Fortress

The interior Cavern glows with a faint blue light, like moonlit fields of snow. Infravision works normally, and ultravision allows viewers to see as well as those with normal vision in normal daylight. Regular vision is roughly the same as dawn or dusk.

For a six-hour period, a slight glimmer of sunlight from the surface is somehow reflected into the western half of the cavern, bright enough to equal daylight in that area. Even though it is never bright enough to impair the nocturnal creatures in the eastern half, they hate the light and stay inside, sleeping if possible.

The White Goblins carved this fortress in a natural, U-shaped outcropping in the wall of the cavern, and then added walls made of a strange stone-like substance to the carved rock. In addition to the wall defenses, two ballistae with crews defend the fortress from atop the main buildings. Many crossbow slits line the fortress walls as well. A 10' high wall, 3' thick, with a stone gate in the middle connects the two keeps. At the back of the complex is a 20' tall cave entrance covered with what appears to be a giant, corral-like, palisade enclosure.

The goblins who inhabit this fortress are the underworld variety unless otherwise noted. They have chalky grey-white skin and large coal black eyes that glow blue in darkness. Their infravision extends to 120', but they suffer a -3 penalty to hit in bright light. This penalty only lasts one round as the Undergoblins will simply close their eyes and use their excellent hearing and smell to locate enemies at a range of up to 60'.

These subterranean goblins have formed alliances with several clans of the more common goblins. This alliance is mostly one-sided, with the Undergoblins taking many of the females for themselves and treating the males as flunkies. While the surface goblins are smart enough to realize they have it better here than anywhere else, they resent this arrangement. Their witchdoctor has appealed to their infernal deities for a barghest to aid them (a prayer that was recently answered). All told there are 1200 White Goblin males, 400 females and 400 young. There are also 250 male surface goblins, 250 females (half of whom snatched by the Undergoblins) and 100 young.

The White Goblins break down as follows unless otherwise noted:

1000 Regulars (AC 6; HD 1-1; H.P.: 4 each), each of whom carries the equivalent of 10 s.p. worth of hacked up bits of gold and platinum, which look like bits of wire.

125 Guards (AC 5; HD 1; H.P.: 5 each), each of whom carries the equivalent of 2 g.p. worth of hacked up bits of gold and platinum, which look like bits of wire.

45 Sub-Leaders (AC 5; HD 1+1; H.P.: 6 each), each of whom carries the equivalent of 5 g.p. worth of hacked up bits of gold and platinum, which look like bits of wire.

23 Leaders (AC 4; HD 2; H.P.: 10 each), each of whom carries the equivalent of 25 g.p. worth of hacked up bits of gold and platinum, which look like bits of wire.

1 Chief (AC 3; HD 3; H.P.: 17)

400 Females (AC 9; HD 1/2; H.P.: 3 each)

400 Young (do not fight)

1 Shaman (AC 5; HD 1-1/ Cleric 7; H.P.: 39)

The Surface Goblins are as follows:

Regulars (AC 6; HD 1-1; H.P.: 4 each), each of whom carries the equivalent of 5 s.p. worth of hacked up bits of gold and platinum, which look like bits of wire.

Guards (AC 5; HD 1; H.P.: 5 each), each of whom carries the equivalent of 10 s.p. worth of hacked up bits of gold and platinum, which look like bits of wire.

Sub-Leaders (AC 5; HD 1+1; H.P.: 6 each), each of whom carries the equivalent of 1 g.p. worth of hacked up bits of gold and platinum, which look like bits of wire.

Leaders (AC 4; HD 2; H.P.: 9 each), each of whom carries the equivalent of 5 g.p. worth of hacked up bits of gold and platinum, which look like bits of wire.

Witchdoctor (AC 0 (**Drow Mail +4**, Dex 15); HD 1-1/ Cleric 7/ Magic-User 4; H.P.: 36; MV 3 (12 when mounted)) who carries a **Drow Horseman's Mace +1**, a **Drow Dagger +5**, and the equivalent of 150 g.p. worth of hacked up bits of gold and platinum, which look like bits of wire.

Females (AC 10; HD 1/2; H.P.: 2 each)

Young (do not fight)

NOTE: The sums of money are in addition to any treasure listed hereafter.

The fortress has two buildings: the Barracks (A) and the Keep (B). A set of stairs on the Keep leads to an exterior door which, along with the gate in the center of the wall, provides access from outside the fortress.

Four surface goblin guards, each armed with spear and hand axe, patrol the gate, while two others, each armed with short sword and javelin, stand just outside the outer door atop the staircase. These surface goblins, like the others in this realm, resent their junior status and are lackadaisical in doing their duty. They are only 50% likely to sound an alarm if approached calmly.

Keep

The roof above the door supports a ballista crewed by four regulars and a sub-leader who acts as a spotter. The regulars are armed with hand axe and javelin; the sub-leader is armed with battle axe and javelin. The wall provides 50% cover (+4 to AC) to the ballista crew. Each goblin carries 10 s.p. worth of hacked up bits of gold and platinum, which look like bits of wire, and the spotter has a gem worth 25 g.p. as well.

The two doors lead to the Second Level, and are the only means of walking into and out of the Keep.

Level Two:

The outer door is solid iron and 3 inches thick. It is usually (75% chance) kept barred, unless any kind of commotion occurs outside, in which case it will certainly be barred. Normally, two guards, each armed with spear and short sword, sit by this door, while two goblin regulars, each armed with a light crossbow and 20 bolts, a club, and a knife, are stationed at the crossbow slits to the sides of the door.

At any given time, 80 White Goblins are eating, drinking, brawling and engaging in other acts to amuse themselves. Twenty females, who will pick up knives or makeshift clubs if attacked, are present with them. The White Goblins are armed as follows:

light crossbow with 20 bolts, hand axe	40
spear, short sword, dagger	30
horseman's flail, knife	10

Each male goblin carries 5 s.p. worth of hacked up bits of gold and platinum, which look like bits of wire. One of the females has a 25 g.p. gem mounted in the handle of her knife. The food and drink in the room are foul and unfit for human and demi-human consumption (roll for disease and parasites if anyone ingests the goblin fare).

1. STORE ROOM: This room contains 120 crossbow bolts, 20 spears and 20 light crossbows. In a small barrel are 60 bolts soaking in venom from the Dreadwurm. These bolts do an additional 1d6 in acid damage.

At the other two crossbow slits along the outer wall are regulars armed with a light crossbow and 20 bolts, club, and knife. Between them, they have 12 s.p. worth of hacked up bits of gold and platinum, which look like bits of wire.

2. LATRINE
3. SHAMAN'S QUARTERS: If the party does not meet the shaman at the North Gate, he will be here. In any event, his favored females (2 White Goblins and 2 Surface goblins) will be found here. Three fight as kobolds (AC 10; H.P.: 3 each), but one of his surface goblin wives (the smallest) fights as a berserk bugbear with a battle axe (AC 7; HD 3+1; H.P.: 15; either 2 attacks per round or +2 to hit and damage)! The two white goblins have gaudy jewelry of only 5 g.p. value, though it appears to be worth much more. The two surface goblins have only cheap brass baubles of no value whatsoever, though the vicious one's battle axe is made of cold wrought iron and will do double damage vs. ghouls.

The floor is covered by a 10' x 20' carpet worth 500 g.p.. The other furnishings are worthless, but cooking over the brazier in the corner is a small, foul-smelling pot of soup that the shaman concocted. If eaten, it has all the properties of a Heal spell. Two servings are available here, though it must be eaten soon. The soup will lose its properties in 1 week.

Level Three:

MAIN CHAMBER: Inside this huge room are 100 female goblins, who will arm themselves with knives and makeshift clubs if attacked, of both types and an equal number of non-combatant young. Most will be asleep unless an alarm has been sounded. A number of White Goblin males are also here:

10 regulars (light crossbow with 20 bolts, short sword) each has 2 g.p. worth of hacked up bits of gold and platinum, which look

like bits of wire (one has 50 g.p. worth, as he cheated his fellows downstairs at knucklebones)
4 sub-leaders (mace, dagger) each has 5 g.p. worth of hacked up bits of gold and platinum, which look like bits of wire
Leader (broadsword, javelin) 12 g.p. worth of hacked up bits of gold and platinum, which look like bits of wire

In one corner of the room is a ladder that leads to a hatch in the ceiling that provides access to the roof. Note the crossbow slits are directly above the Keep's doors two stories below. The slits closest to the doorways are built for use as funnels for liquids to pour on those who try to enter the doors below. Four White Goblin guards are on watch here at all times. Each carries a flask of acid, a falchion, and a javelin. Four jugs filled with acid also sit next to the crossbow slits. The guards will pour acid on any intruders trying to enter the doors and won't hesitate to do so even if it means killing the "lesser" guards below. The acid does 4-16 H.P. of damage to anyone at the top of the stairs, 2-H.P. of damage to anyone within 10' of the stairs and 1-4 H.P. to anyone within 20'. Be sure to make item saving throws if they are within the splash radius. Two White Goblin guards armed with a bucket of acid also overlook the other door to the Keep.

1. HIDDEN STORE ROOM: Although all the goblins know of this hidden store room, only the leader has the key to open it. Inside are seven 50-gallon barrels of distilled liquor. The poor quality drink is worthless. However, it is highly flammable and can be used as flammable oil. The goblins will use it in place of acid if a general alarm is sounded or their acid stocks are depleted. The drink is handed out on special occasions only.

Level Four:

This floor is a huge nursery. Seventy goblin whelps are watched after by a dozen surface goblin females. The females will fight as hobgoblins with berserk rage (either two attacks per round or +2 to hit and damage), wielding clubs. No treasure is here.

Level One:

As the goblins have no need for privacy, 100 females and an equal number of young are stuffed in here at any given time. The females fight as half hit die monsters wielding knives. Twenty five males, each armed with light crossbows and 20 bolts, daggers and clubs also are present, visiting.

1. STORE ROOM: This storage room is filled with food and drink preferred by goblins, unfit for human and demi-human consumption.
2. STORE ROOM: This storage room is filled with food and drink preferred by goblins, unfit for human and demi-human consumption.
3. LEADER'S QUARTERS: Wanting easier access to the females whenever he pleases, one of the White Goblin leaders has made this his personal quarters. The room holds a table and chairs, covered with food and drink, and a plush bed. In a locked strongbox in the corner of the room are roughly 50 pounds of flawed gems and brass jewelry, altogether worth 5 g.p.. The jewelry does appear, to the untrained eye, to be worth thousands of gold pieces and is the leader's pride and joy. This White Goblin leader (AC 3, goblin-sized **Drow Chainmail +2, Drow Dagger +1**, falchion) carries 23 g.p. worth of hacked up bits of gold and platinum, which look like bits of wire. Stuck in the underside of the table is a rusty, old dagger that is, in fact, a **Dagger of Throwing +1**.
4. ARCHWAYS: At each archway is a pair of guards armed with spear, short sword, and club.

Basement/Dungeon:

Twenty White Goblin guards, four of them standing guard in Room 1, are on duty here at all times. They are accompanied by a pair of death dogs. The death dogs will start baying if anything but a White Goblin enters the room. There is a 50% chance that these guards are in the process of torturing one of the prisoners when the party enters. The guards each carry a short sword, spear, and dagger. Five of these guards are dexterous enough to wield two weapons at the same time.

Death Dogs (2): (AC 7; HD 2+1; H.P.: 11 each)

If the death dogs howl, the guards in this room will immediately bar the iron doors shut. They will then proceed to kill the prisoners in these cells, most of whom (all except rooms 4 and 8) have been reduced to one or two hit points.

2. In this cell is a 6th-level Drow magic-user who will soon be tortured to death. He will promise a huge reward and honorary acceptance into his merchant clan, and will betray his rescuers, the first chance he gets.
3. A Lerara thief (4th level) is held in this cell. He will also offer a huge reward, which he can't pay. He's desperate to get out of here. If the party should forgive his dishonesty, he will gladly serve any PC who will have him for five years, for room and board only.
4. This cell contains a fresh human corpse. If the party should use raise dead on the mortal remains of Hodkin, he will gladly serve as a henchman so long as the PCs remain of good alignment, provide him with equipment, and support his costs of living. Hodkin was a 6th level thief who become a ranger. He is now 7th level in that class.

Hodkin T/R 6/7; S 17 I 17 W 17 D 15 C 14 Ch 9

5. A dozen surface gnomes (AC 10; HD 1; H.P.: 5 each) are held in this cell, and they will gladly take up arms against the goblins.
6. This cell contains a huge troll that has been tortured to just two hit points. It lies motionless, appearing completely dead, while it regenerates back to its maximum of 48 hit points. Once it reaches its maximum hit points, the monster will attack in a frenzy, as if hasted.
7. These four human brigands recently were caught trying to escape. They will try to ingratiate themselves with the PCs, but are, along with several of the human slaves kept in the stockade outside, devotees of Lolth. They were on a pilgrimage to Erelhei-Cinlu when they were caught by the Duergar and sold to the goblins.
8. A pseudo-vampire lurks in this cell. The goblins are waiting for their shaman to tell them what to do with the creature, as they are scared to death of it.
9. 10 surface goblins (AC 6, HD 1-1, H.P.: 4, pick) are mining new tunnels and chambers. Their clammy masters are seeking to expand the stronghold into the rock. The surface goblins are not allowed to take part in the fun and games in the main chamber and so are absolutely focused on their mining. They will not leave this room unless attacked, assuming any noise from the main chamber is just the usual revelry.

None of the creatures on this level has any treasure, as they are not allowed to carry anything of value down here.

BARRACKS:

The chief and the higher-ranking White Goblins live and amuse themselves in this building. On the ledge between the first and second floors are 12 regulars armed with light crossbows with 20 bolts each and clubs. At the iron door to the barracks is a squad of 12 guards armed with spears, short swords and daggers.

Level One:

This large room is divided into two sections. One section is a kitchen, where 20 surface goblin females are preparing meals for the goblins who live in the barracks. If a non-goblin should enter, they will pick up their knives, butcher knives (treat as daggers), and cleavers (treat as hand axes) and attack immediately. Otherwise, they will ignore what goes on the other section. They know better than to enter without bringing food and drink to the guards.

In the main section are 20 guards armed with spear, short sword, and dagger, 3 sub-leaders armed with mace, javelin, and dagger, and a leader armed with a **falchion +1** and a bullwhip. They are busy playing knucklebones, drinking, eating, brawling. Soon the guard shifts will change, and they can go to the Keep and visit the females there.

Basement:

Eighty regulars are sleeping off the liquor and other vices they indulged in earlier. Also present are 20 surface goblin females who are supposed to be working outside. They are shirking their duties by remaining here. All are just inebriated enough to avoid attacking intruders for 1-4 rounds. (A combination of being under the influence and being primarily concerned with being caught carousing rather than doing guard duty or menial work.) Once they gain their senses, they will sober up and attack as normal. Although half of them have crossbows, they will use clubs, hand axes, short swords, and daggers in equal numbers, attempting to swarm over intruders. The females will use knives, club-like bits of furniture, or any weapons dropped in combat.

Level Two:

Twelve regulars armed with light crossbows with 20 bolts and a club, three sub-leaders armed with heavy crossbow with twenty bolts and a short sword, and a leader armed with a bastard sword and a jug of distilled spirits are on guard here. If an alarm is sounded elsewhere, this bunch will not descend the stairs, but will remain here to make sure no one reaches the level above. In the center of the room is a table with a small brazier heating a pot of stew only a goblin could enjoy. If intruders come up the stairs, the leader will sound an alarm, light the distilled spirits with the brazier, and hurl the flaming jug at the stairs, inflicting 4-14 (2d6+2) H.P. of damage on anyone hit. The fire will burn for 4 rounds, setting fire to anyone setting foot on the stairs and inflicting an additional 1d6 H.P. damage per round.

Level Three:

Twelve sub-leaders armed with heavy crossbows with 20 bolts each and short swords are discussing future plans, mainly work schedules, herding rothe, and harvesting underground plants. There are 400 bolts kept in barrels about the room. One barrel contains 50 bolts saturated with venom from the Dreadwurm (+1d6 acidic poison damage).

Level Four:

Two guards (AC 4, H.P.: 6 each) armed with **Drow Short Swords +2** and **Drow Bucklers +2** are always alert at the top of the stairs. Four leaders, each armed with a **Drow Footman's Mace +2** and a dagger, and the Chief, who carries a **javelin of lightning**, a **Drow**

Mace +3, and a javelin, are present plotting.

A hundred javelins (20 coated with Dreadwurm venom and so doing an additional 1d6 acidic poison damage) are stacked against the walls. The javelins can be hurled or used in the ballista on the deck outside. Each of the guards and leaders has a silver neck guard worth 100 g.p., but they are severely tarnished and look like bits of worthless metal to the casual observer. They also carry 25 g.p. worth of hacked up bits of gold and platinum, which look like bits of wire each. The Chief wears a suit of goblin-sized **Drow Chainmail +3** and a **Drow Buckler +3**. If push comes to shove, the Chief has a broom of flying and will fly away to rally the other goblinoids, plus the Dreadwurm, to destroy the invaders.

BALLISTA: The crew is made up of eight sub-leaders, each armed with javelin and battle axe, and twelve regulars, each armed with a light crossbow with 20 bolts and a hand axe, who spend most of their time camped out here.

ENCLOSURE:

This area is usually empty, though in any 24-hour period this place will become crowded and bustling with activity several times. During the six hours of sunlight hours, hundreds of female goblins, both surface and subterranean, and their whelps are crammed into the cave at the back of the enclosure. White Goblin males not on duty elsewhere are camped here during the light hours. The entrance to the cave, behind the palisade, is guarded by 60 regulars (30 with light crossbows with 20 bolts and clubs; 30 with spears and short swords) and 10 death dogs at all times.

1. Once the sunlight is gone, a company of White Goblins will assemble here. They are composed as follows:

80 regulars armed with light crossbow with 20 bolts each, club, and dagger

120 regulars armed spear, short sword, hand axe, and shield

6 sub-leaders armed with a long spear that doubles as light lance while mounted, horseman's flail, falchion, and shield

4 leaders armed with 4 javelins each, horseman's pick, and a jug of acid

The sub-leaders and leaders are each mounted on Death Dogs (AC 7; HD 2+1; H.P.: 11 each).

This company spends all "day" on patrol in the Cavern. Another patrol made up of 10 regulars armed with light crossbow with 20 bolts each and horseman's mace are mounted on death dogs as above and also patrol the area near the gates.

2. The females and young are ushered out to work spinning wool into cloth.
3. The some 200 male White Goblins not on duty will congregate in the enclosure to eat before going about their tasks. They get the best food, at least by goblin standards, and will spend up to two hours stuffing themselves.
4. The male surface goblins are served next. A mob of over a hundred surface goblins are given their meals and sent out on guard duties. They mostly watch slaves, but also tend livestock and do other tedious jobs.
5. The females and young are finally allowed to eat the scraps left over when the males are done, plus whatever they can forage for themselves.

In the fields that compose most of the northern half of the Great

Cavern, hundreds of slaves, who are mostly guarded by the surface goblins, toil. The slaves include:

200 xvarts (AC 7; HD 1-1; H.P.: 4 each)

100 kobolds (AC 7; 50 X H.P.: 1; 50 X H.P.: 2; 50 X H.P.: 3; 50 X H.P.: 4)

20 mites (AC 8; HD 1-1; H.P.: 3 each)

20 norkers (AC 3; HD 1+2; H.P.: 7 each)

100 mongrelmen (AC 6; HD 1; H.P.: 5 each)

The goblins have the good sense to avoid trouble by keeping the different groups separate. They also keep 20 surface gnomes and 100 mountain dwarves as metalworking slaves. At standard patrol of hundred regular White Goblins (50 with light crossbows with 20 bolts each and clubs; 50 with spears and short swords), 6 leaders armed with whips and morning stars, and 4 death dogs keep watch over these valuable slaves.

ENCOUNTER AREA

The Ursinians by Terry

This smallish cavern bristles with jagged rock formations and glimmering pools. Dimly lit by a lone torch, a Deep Gnome leads the way along a clearly-cut path through the stone, peering through narrowed eyes into the darkness. An orderly line of Dwarves struggles to keep up. They toil silently, towing a large wagon via a mighty iron chain. The wooden wheels of the wagon occasionally squeak as they bump along the uneven ground, disturbing the suffocating silence.

Within the wagon is a large, worm-like creature that restlessly writhes against its confinement. Thick iron bars rise up along the perimeter of the wagon, capped by charred wooden roof.

The entirety of this convoy is an Illusion cast by Ohrthan, a Raksasha (AC -4; HD 7) in the service of Lloth. His Dwarven laborers are actually Urinsinians (see Below) provided by the Drow Priestesses to haul one of their prize captives, a Lammasu who was seeking intelligence on the demonic Drow operations and the dark religious practices occurring in Erelhei-Cinlu.

The Raksasha is moving this prisoner, already tortured to the verge of death only to be restored to health for further abuse, to an adjunct site in order to sacrifice the creature of Law to the Spider Goddess.

URSIANIAN DEMON (the BEARS):

FREQUENCY: Very rare
NO. APPEARING: 2-5
ARMOR CLASS: -1
MOVE: 18"
HIT DICE: 9+8
% IN LAIR: 20
TREASURE TYPE: C, U, V
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 1-6/1-6/1-6/1-6
SPECIAL ATTACKS: **See below**
SPECIAL DEFENSES: **See below**
MAGICAL RESISTANCE: 40%
INTELLIGENCE: Low
ALIGNMENT: Chaotic Evil
SIZE: L
PSIONIC ABILITY: Nil
Attack/Defense Modes: Nil

Used primarily for muscle in the Abyssal realms, "The Bears" are ferocious and violent; they do not typically bother with clever, strategic thinking but typically rely on pure force. Favorites of the Demon Lords Kostchtchie and Graz'zt, the Bears are often enforcers, guardsmen, and front-line soldiers for the various demonic armies. These horrid beasts are massive, fearless, and terrible to behold. While by no means mindless, they are quick to anger or rage, and are often defeated by clever foes. No cruelty is too much for these vicious bullies.

These creatures are hideous monstrosities, nearly 10' tall with 4 legs, 4 arms, and 3 faces. Ursinians are very fast, their columnar legs enabling them to move swiftly on either 2 or 4 legs. Their 3 faces are rotten bear skulls, but those crimson eyes glow with a demonic hatred. Each head can see in 360 degrees with either Infra- or Ultravision and they naturally see invisible creatures. This combination makes them almost impossible to surprise (1 in 10).

The Ursinian body appears as a rotting bear carcass, with patches of putrefying or fallen off altogether, with 2 sets of arms; one in front, one in back. These massive pairs of limbs both may hug an opponent on a roll of 17 or better 'to hit' for an additional 1d10 + 10 points of damage. A

successful hug also generates electrical damage as a **shocking grasp** (1d8 +9). Their strength, equal to a Frost Giant, is not to be overlooked either.

Ursinians are only hit by magic weapons. They can **Levitate**, **Detect Good**, and **Detect Magic** at will, and **Dimension Door** or **Dispel Magic** (at 10th level) three times per day. Each face has a powerful breath weapon usable once per day: the left face can Roar in a 15x30' cone (save vs. Petrification or be stunned for 1d4 rounds); the center face can spew a **Cone of Cold** as an 8th level magic-user; the right face can expel an **Insect Plague** at the 8th level. There is a 25% they can Gate in another Ursinian (50%)/Babau (20%)/Type II (20%) or a Type III (10%), once per day.

About 10% of these beings will use weapons – most often a **Whip of the Serpent** that functions as a **Staff of the Serpent** (venomous snake), but is often used to pull a foe back to the crushing grip of its arms. When wielding weapons, they are +10 to damage due to their enormous strength.

ENCOUNTER AREA

Escaped Slaves by Disjected

This encounter is intended to be used in any location marked or unmarked of the DM's choosing. The intent of this encounter is to provide the party the ability to replace one or two party members who have been lost with out the group having to exit the underworld.

Any of the pre-made encounter site maps can be used with this encounter. The only requirement is that there is at least one small cavern area somewhat off the main passage.

Battle Site

As the party moves down the passageway, they approach what appears to be another of the numerous small areas of natural caves. In the tunnel they observe what appears to be a relatively fresh battle scene. Lying in the passage is what appears to be the dead remains of a pack lizard, a group of bugbears, a couple drow, and several shambling mounds.

The fight that occurred here happened approximately 4 hours ago. A small merchant train driven by single drow merchant came down this passage and disturbed a nest of shambling mounds. It appears that the merchant train won the battle, but suffered significant losses (4 dead bugbear guards, 1 dead human slave, and 2 dead drow guards). Obviously the greed that drove this drow merchant to venture out by himself with a small team of guards wasn't the wisest of influences.

Upon inspection of the dead bodies, the party will find that all usable gear and items have been stripped from the bodies. If the party inspects the area of the fight they will detect (without difficulty) evidence of survivors moving off into a side cavern, as well as tracks from something being drow off in that direction.

If the party follows the tracks, they will quickly come upon two more dead drow and a dead dwarf lying on the ground. These figures have been stripped of all usable items as the previous bodies had been. Continuing to follow the tracks will lead the party to the back of the cavern where they will find six humanoids forming a defensive position with their backs against the wall of the cavern.

The humanoids are the remaining slaves from the drow merchant train. Following the encounter with the shambling mounds the drow merchant and his guards were so weakened that the slaves saw this as an opportunity to obtain their freedom. Currently, the group of freed slaves consists of two humans, an elf, and a dwarf. The slaves were in the process of arming themselves with the equipment scavenged from the merchant and guards and deciding what to do next when the party arrived. If the party is in need of reinforcements, one or more of the slaves could be convinced to join the party as their best option to get back at the drow and to win their freedom of the underground. The remaining slaves will seek their own exit.

Slaves

Elendha: 10th Level Human Female Cleric (H.P.: 15 (46), Str 14 Int 14 Wis 17 Dex 13 Con 9(14) Cha 15)

Currently Equipped with **Drow +2 Chain Mail** and a **+3 Drow Mace**

Nynella: 12th Level Human Female Fighter (H.P.: 21 (71), Str 17 Int 11 Wis 14 Dex 14 Con 11(15) Cha 10)

Currently Equipped with **Drow +1 Chain Mail**, **+3 Drow Buckler**, and a Morning Star

Feldan: 9th Level Magic User / 5th Level Fighter Male Elf (H.P.: 13 (29), Str 13 Int 16 Wis 11 Dex 15 Con 8(11) Cha 16)
Currently Equipped with **Drow +3 Chain Mail**, and a **+1 Drow Short Sword**

Mering:

8th Level Male Dwarf Thief (H.P.: 19 (43), Str 15 Int 10 Wis 15 Dex 17 Con 11(15) Cha 10)

Currently Equipped with **Ring of Protection +1**, **+1 Drow Short Sword**, and a **+1 Drow Dagger**

The other slaves have already chosen to flee the area, leaving only these four. All of the slaves have suffered from mistreatment, hence the reduced Con and H.P.. Their actual H.P.: and Con scores are listed in parenthesis. While the hit points may be able to be restored very quickly with potions and such, the Con scores will be restored, assuming proper food and rest, at a rate of 3 days per point. A **heal** spell or similar level of healing magic could restore the Con scores immediately.

Additionally, due to the stress of their enslavement, all of the slaves should be expected to have some affect on their mood and personality. Actual alignment of the characters is left to the discretion of the DM so that the characters are able to fit into the existing adventure or party without undue strain.

The drow merchant's goods have no significant value. However, there will be enough general supplies for the new player characters to outfit themselves for basic adventuring. The remaining supplies will be taken by the other slaves for their attempt to escape the underworld.

If the Magic-User/Fighter is chosen as a replacement character, the need for a starting spell book could be an issue. If the party does not have a spell book recovered from a dead associate, a careful search of the drow merchant's personal chest will reveal a secret drawer. Inside this drawer is located his spell book. At the DM's discretion, this may be provided to the players as a starting point for spells. Spell components will be able to be located with in the merchants effects.

Spell Book

First Level: **Burning Hands, Comprehend Languages, Detect Magic, Hold Portal, Magic Missile, Push, Read Magic, Shield, Sleep**

Second Level: **Continual Light, Invisibility, Knock, Mirror Image, Pyrotechnics, Ray of Enfeeblement, Strength, Web, Wizard Lock**

Third Level: **Fireball, Gust of Wind, Haste, Hold Person, Lightning Bolt, Protection from Normal Missiles, Slow, Suggestion, Water Breathing**

ENCOUNTER AREA

The Brazen Tower by Eldersphinx

This great tower, fully 500' in height and 300' in diameter, rises far above all other structures within the Forsaken City. Its outer surface is unmarred by doorway, window, or other portal, but has been etched with an unending stream of interweaving sigils and symbols by unknown hands. The sigils and symbols seems constant and changeless, but the eye, in some way, will attempt to impart meaning to them if they are stared at for too long.

The Tower is built from a substance otherwise unknown on the Prime Material plane. The material is seemingly similar to both metal and stone, and yet not wholly of either nature. It is incredibly hard - even weapons of drow-forged adamantium will barely suffice to scratch its surface - and bars all form of **teleportation** magics, as well as **disintegrate**, **passwall**, **phase door** and similar. Not just exterior walls (with a thickness of 20'), but also the floors and ceilings (10' thick between each level) are made of the strange metal. Its barrier extends into the ethereal and astral planes, preventing ingress from these planes as well. An entrance does exist through the tower roof, but given the difficulty with use of **fly** and **levitation** magics within the Forsaken City, it is up to the adventurers' ingenuity to gain entrance.

1. A wide, shallow staircase descends into this room from the top of the tower. Each step is a full 5' square, with a mere 3 inches of descent between steps. The distance traversed in descent is some three-quarters of the chamber's perimeter. The walls and ceiling are studded at intervals with harsh white pinpricks of **continual light** that illuminate the area. When adventurers reach the bottom, they find themselves in a great, circular, seemingly empty chamber, save for the radiance of a **prismatic sphere** glowing in the exact center.

This **prismatic sphere** blocks access to a trapdoor that allows travel to the next lower level. Its layers may be negated in the normal fashion, but as each of the layers is negated, a 20% chance exists of a rainbow guardian the color of the negated layer appearing. (Thus, when the red layer is removed, a 20% chance exists that a crimson-hued rainbow guardian appears; when the orange layer is removed, a 20% chance exists that an orange-hued guardian appears.) Each of these monsters has 40 H.P., moves and fights as an efreeti lacking spell ability, may generate a prismatic spray 3/day (all rays of the hue of the guardian itself), and is immune to all spells, save those that deal electricity damage (which will paralyze the guardian for 1d4+1 rounds). These creations will fight until destroyed, or banished by the complete destruction of the prismatic sphere (as detailed below). When defeated, each rainbow guardian leaves behind 2-12 shards of tinted crystal, worth some 100 g.p. each.

The one exception to the appearance of the rainbow guardians described above lies with the final, violet-hued layer of the prismatic sphere. If this layer is removed via use of **dispel magic** (after all other layers have been removed), all rainbow guardians active are immediately banished; but if the entire sphere is destroyed at once by a **rod of cancellation** or similar item of power, a violet-hued rainbow guardian immediately appears and will fight to the death.

Once the sphere (and any guardians created by its dissolution) are dealt with, the characters may pass through the trapdoor into the level below.

2. The trapdoor from above descends but 10' into a narrow walkway, seemingly suspended in utter blackness. The globes of **continual light** show the floor below, but reveal nothing of the shadows to either side. Permanent **walls of force** bound both sides of this

walkway, as well as the innermost side of the staircase beyond. They may be dealt with via **disintegrate** as normal, but such spells will only destroy a 10' square section of wall at best.

If the characters find some way of breaking down or bypassing the walls and enter into the blackness, they will quickly find themselves suspended in a strange place of shadows, separated from any companions that may have followed them and seemingly unable to move, breathe or speak. Each character so affected will be attacked within 3 combat rounds by a pack of 1d4+2 shadows (each with H.P.: 12) that will swoop at the character from all directions. Run the resulting battle normally, for though the character will not be able to 'see' or 'feel' his blows strike home, the monsters will recoil in pain and fear when struck regardless. A character who wins his battle is transported to the center of location 3, below. A character who dies has their body and soul trapped within the underworld, recoverable only by careful use of a **wish**.

Characters who hold to the main passage will find matters much less strenuous; the only danger lies halfway down the stairway, where a **sphere of annihilation** hovers in the middle of the air. Though extremely dangerous if touched or prodded, this strange creation of magic is immobile unless prodded at by a character, and can easily be sidestepped or ducked under (though the Dungeon Master should feel absolutely free to roll dice behind a screen, to increase paranoia on the part of players).

The sphere may be controlled by a magic-user in the normal fashion, but only to keep it moving within this level of the tower. If a character attempts to force it up to the next level or down below the bottom of the stairs, or tries to use the sphere to destroy the metal making up the tower's structure, the **sphere of annihilation** immediately changes shape into a screen 5' wide and 10' high (completely filling the passage). This screen will remain motionless for 1 combat round, then sweep towards its former controller at a speed of 3" per turn, annihilating everything in its path! Retreating from its advance or finding some way to enter the blackness beyond the stairwell are the only ways to avoid certain destruction. The transformed sphere's movement continues until it reaches either the top or the bottom of the stairwell, after which it remains in place for 1 turn, then vanishes and resumes its original shape and position.

At the bottom of the staircase is a strange archway, inlaid with colorless gemstones. A strange mist of pale red billows within the archway, blocking all sight of what lies beyond. Those passing through appear within location 3.

3. Upon entry into this place, the characters may at first believe that they have somehow left the Brazen Tower entirely. Around them is a strange, blasted plain, empty of all life and greenery and with a vile and sulphuric tint to the air. A ridge in the form of a half-circle bounds part of the immediate area, from its highest point in the 'west' to the 'east' where it merges with the remainder of the plain. In the other directions, the land continues without end, a waste more desolate than could ever seem possible. The sky overhead is a pale, unpleasant yellow, unmarked by cloud, star, or sun.

In fact, this place is - by some means - a superimposition of the Tower upon one of the innumerable planes of the Abyss. Demons and other inhuman creatures sometimes pass through, but cannot depart from this place into other parts of the Tower without the guidance of a mortal - like the party! Adventurers would be wise to find quick egress from this place, to continue their quest unhindered. If the party chooses to leave the vicinity of the area shown on the map, they must make their own fate, but are unlikely to find prosperity or weal.

Exactly where the characters enter this location depends on their

method of departing the previous location. Characters who descended the staircase and entered the arch appear on the 'westernmost' peak of the half-circle ridge. Behind them, though undetectable by any sense or spell, is a similar arch that will return them from whence they came. Characters who braved the blackness appear in the effective 'middle' of the encounter area, standing on the endless plain. The exit is to the south, beneath a large boulder that keeps it from being easily seen. The exit can be located as a secret door, and accessed via a bend bars/lift gates check or other method of shifting heavy objects. Traversing it will lead to location 4.

No danger initially threatens characters in this place. However, for each full turn spent within the location, there is a 10% chance of a pack of 4-24 manes (H.P.: 4 each) wandering into the encounter area. Arrival of more powerful demons may be warranted if the party spends extremely long (6+ hour) periods within this location.

4. This chamber appears similar to location 1 – a shallow staircase spiralling downwards into a great, empty circular chamber, with a trapdoor in the center of the floor leading further downwards. However, further passage here is barred not by any sort of spell, but instead by the presence of a movanic deva (H.P.: 64), who stands here. The deva is brutally scarred and his jaw is ruined and shattered, but he is still proud-eyed and unbowed. He will await the party at the base of the stairs.

When the adventurers descend, the deva will greet them wordlessly (for his injuries render him completely unable to speak), and will gesture for them to return in the direction whence they came. Should they refuse, he will bar their passage with his body, and fight boldly if attacked. His weapon is a **two-handed sword +3 (Int 9, Ego 18, LN alignment; detects evil and invisibility to 1" radius; special purpose - overthrow chaos, causing blindness 2-12 rounds on a successful hit; note that the deva's vigil in this place is always assumed to fulfill the sword's special purpose)** and he may cast **fumble; hold person; mirror image; slow** each 1/day in addition to normal spell-like powers.

If the deva is defeated, the adventurers may claim his sword, if they dare. However, the weapon will be close-minded and sullen, and not provide any use of its powers until after the party has departed the Brazen Tower (at the very least). Paladins and other clerics of lawful alignment should likely seek to return the sword to a patriarch of a holy church, rather than claiming it for their own to wield, and fighting the deva may be construed as an evil act. Passage through the trapdoor to location 5 is also possible.

5. The drop from the trapdoor above to the floor of this chamber is a full 50' onto an extremely hard surface. It is up to the adventurers to determine how they may enter safely, as well as preserve some way of exiting once more. Note that neither **fly** nor **levitate** spells function within the Forsaken City. The exit from this area (to 6.) is through a spiral staircase leading downwards, on the north wall.

However, the adventurers will not likely seek to depart this location immediately, for it is the treasure vault of the Brazen Tower. Many chests, coffers, shelves, and stands are here, all glistening with rare, beautiful, and valuable things. The total quantity of gold, platinum and gems here is well in excess of 50,000 g.p.. Many items of magic are present as well: **sword +2, nine lives stealer; mace +4; splint mail +2; shield +1, +4 vs. missiles; ring of protection +3; staff of command** (with a full 25 charges); **chime of opening** (with 40 charges); **robe of scintillating colors; 6 potions** of choice and **6 scrolls** of choice of a nature to be determined by the Dungeon Master.

No immediate threat or guardian awaits in this room; however, the dread magics that bind the demon lord below do have some effect on treasure gathering within this room, with the result that no matter

how hard the characters try, each may only carry forth a single item (defined as one sack holding no more than 200 coins, or one gem with a value of at most 500 g.p., or one magic item) from this place. Attempts to claim greater prizes result in the extra items simply slipping away, like fairy gold, once the eye is taken off of them, to end up in this chamber once more.

6. This final location is an echoing pit of absolutely Stygian blackness. Unlike the other locations, it is not lit in any part by **continual light** spells, and descends some 300' (to a depth even below the surface of the ground outside) to the floor below. Such a depth requires several spirals of the staircase (1200 steps!) to complete, each one trod in the echoing silence of a tomb.

At the very bottom of the chamber, standing in silent and motionless repose, is a great, chained figure, somewhat human-like in shape, but with four arms and formed entirely from shards of shattered glass. This being is the demon lord Ahazu (sometimes also called 'lhazu' or 'Azahu'), a one-time lieutenant of Demogorgon and a warrior of fell and terrible power. He will note the presence of the party if and when they approach, but will not acknowledge, converse with, or otherwise make any visible sign of being aware of them.

The adventurers will hopefully not be so foolish as to seek to free Ahazu. Should they try, the efforts needed to shatter his chains may be freely chosen by the Dungeon Master, to be either as simple or as difficult as desired. Seven shackles bind great Ahazu - one around each wrist, one around each ankle, and the last locked around his neck. If Ahazu is freed, these shackles may be claimed as treasure. Each, if worn, will provide **protection from spells and spell-like abilities that cause instant death**, for 3-12 such spells per shackle. However, those wishing to claim such a prize must first survive Ahazu's wrath, for he will not be grateful.

Ahazu will inflict attacks upon his foes for 1-3 rounds; his AC, hit points, and other statistics are not fully detailed here, for defeating him in such a short span of time is undoubtedly far beyond the capabilities of the party. Ahazu attacks by striking with his fists (4 attacks per round, for 2d8+6 damage each, hitting as a 20 HD creature), or casting **blade barrier, incendiary cloud, or creeping doom** against enemies. Ahazu's full powers are greater than these, but fortunately he will depart by magical means after only a short time battling on the Prime Material plane, to seek out older enemies elsewhere.

ENCOUNTER AREA

Slug Farm

He will tell them that just ahead in the northern passageway is a giant slug (H.P.: 80) which eventually the stone giants will have to deal with.

